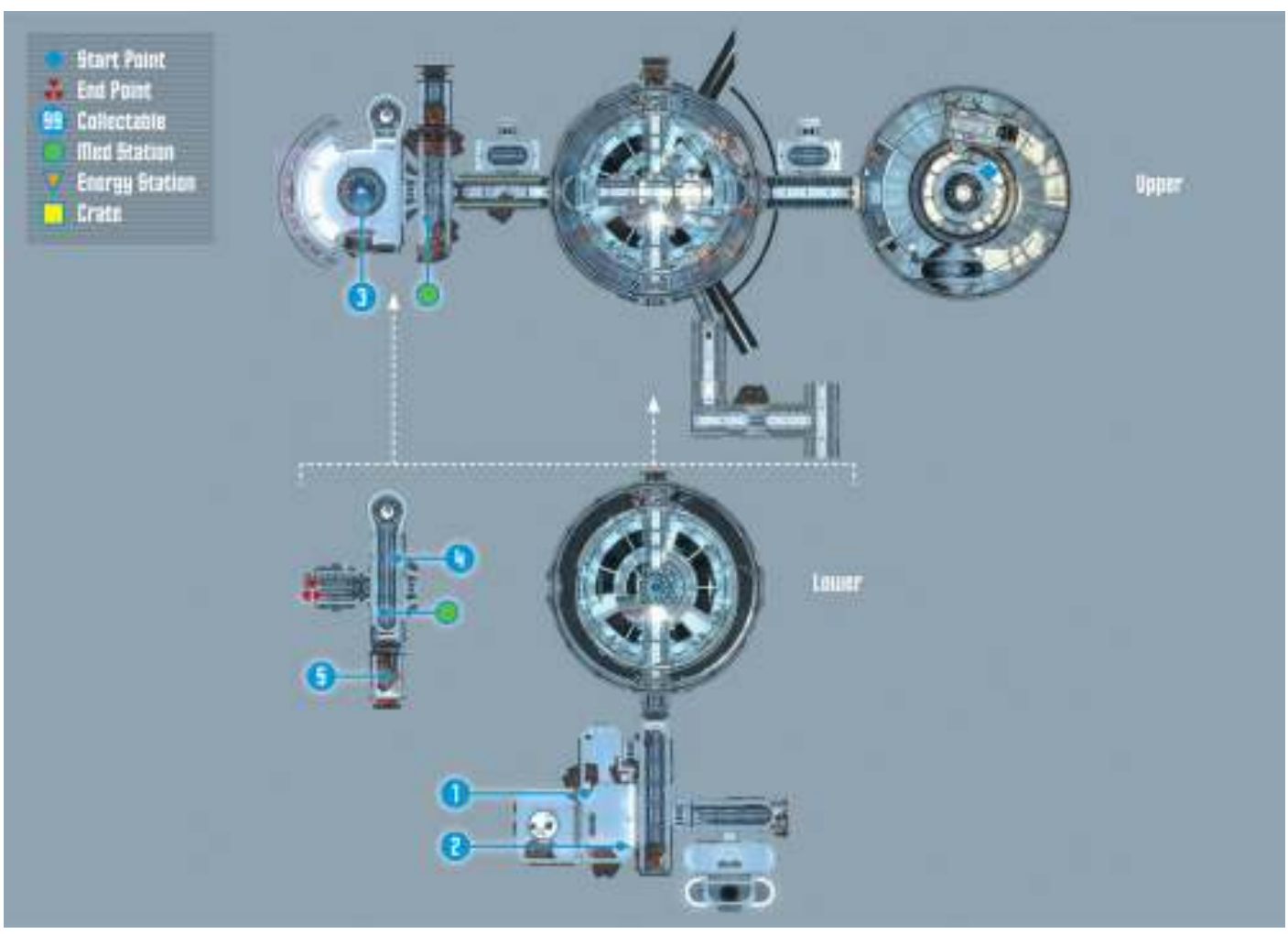
Chapter 2 Interactive Maps

Pre Helios



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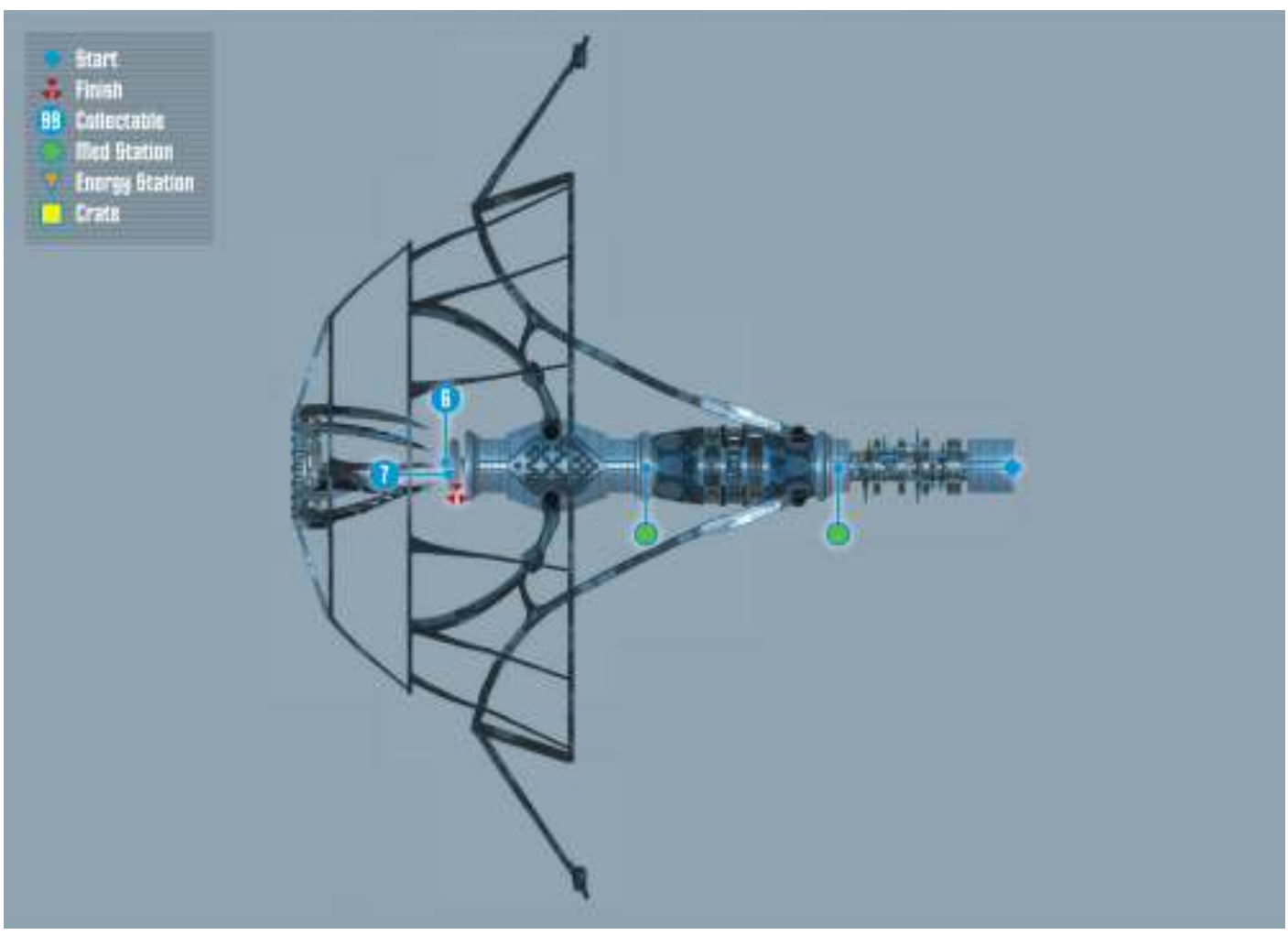
Helios-1



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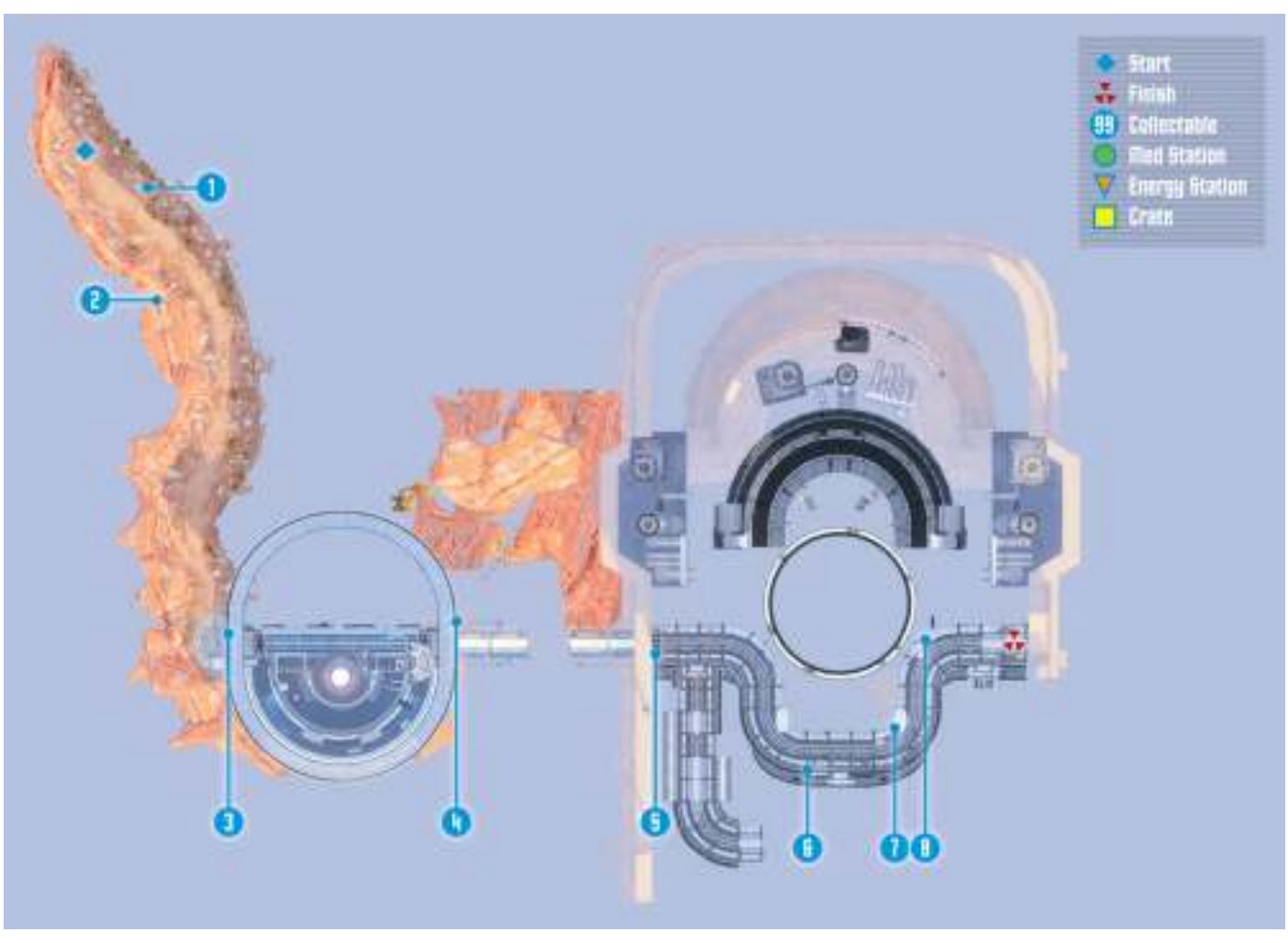
Chapter 3 Interactive Maps

Vulcan Planet



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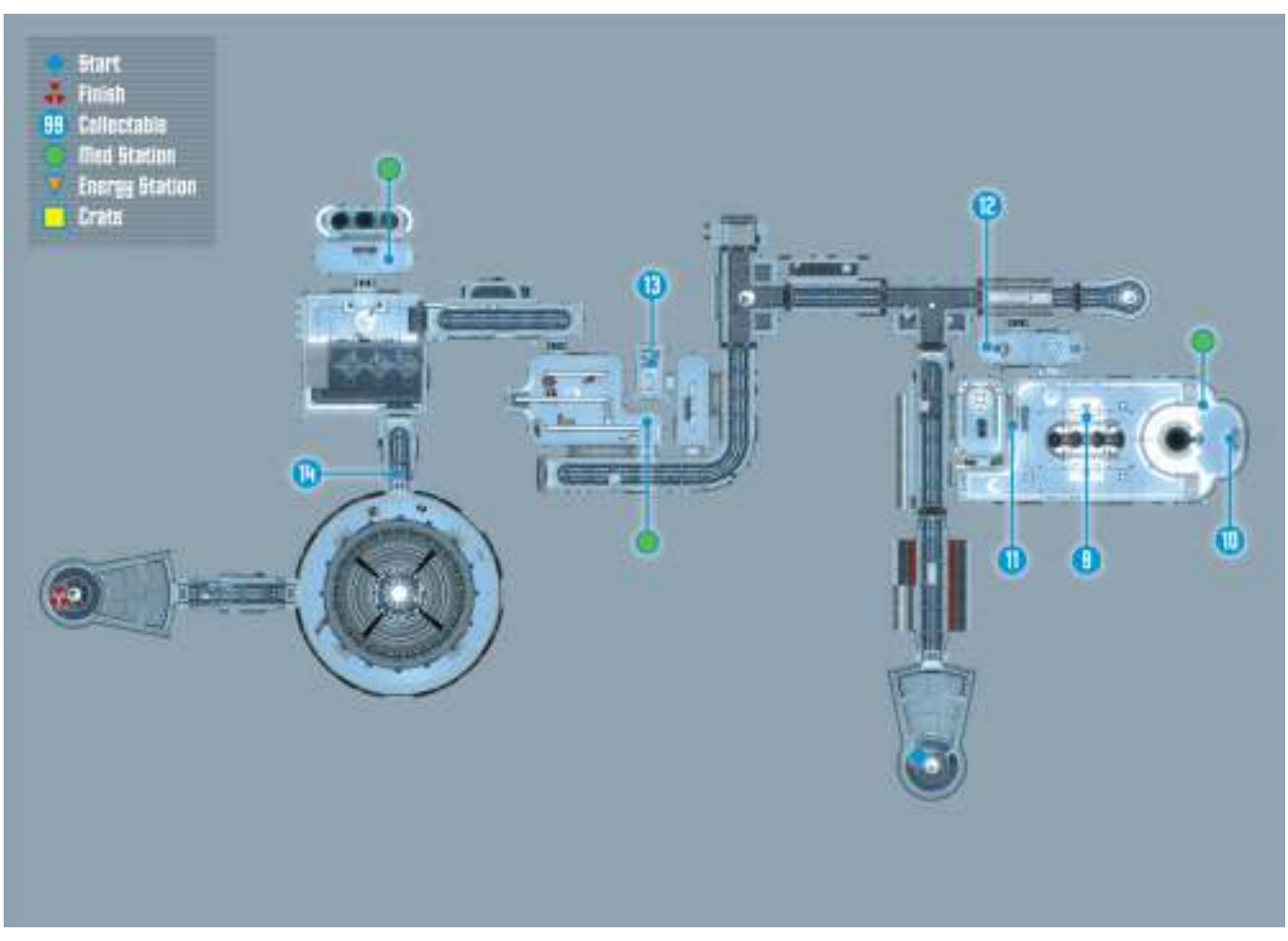
Vulcan Laboratories



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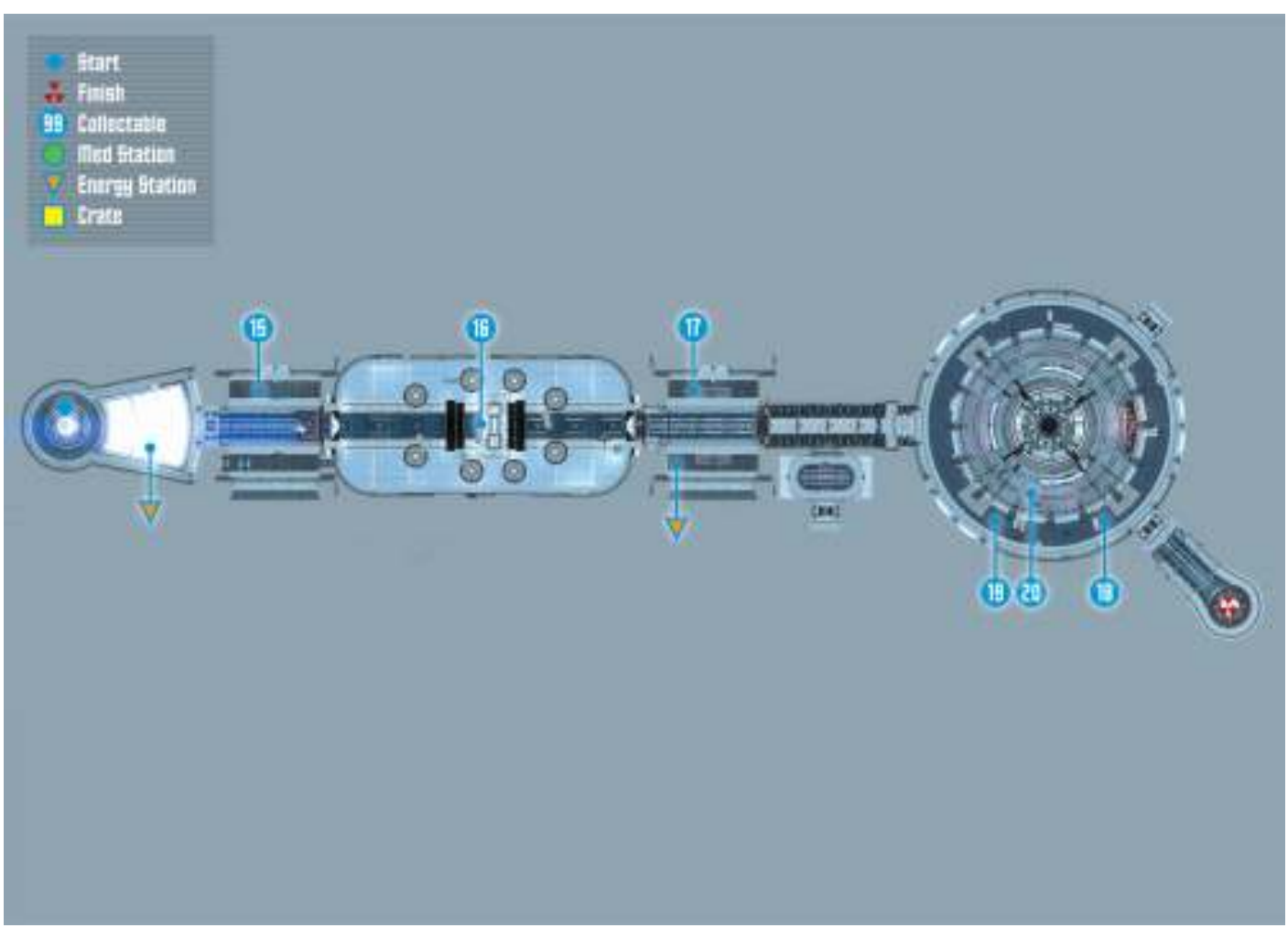
Surok's Laboratories



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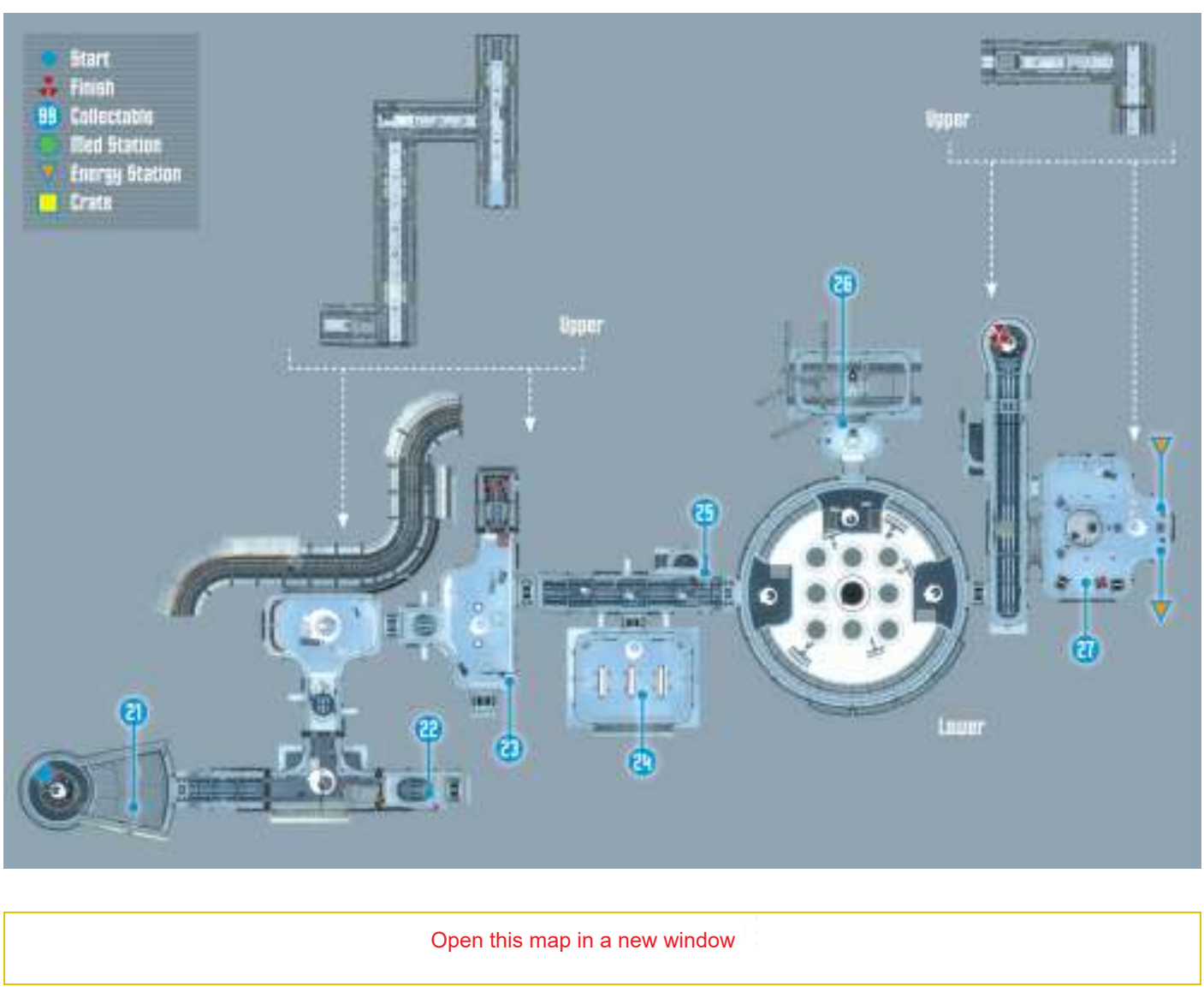
Vulcan Laboratories Part 2



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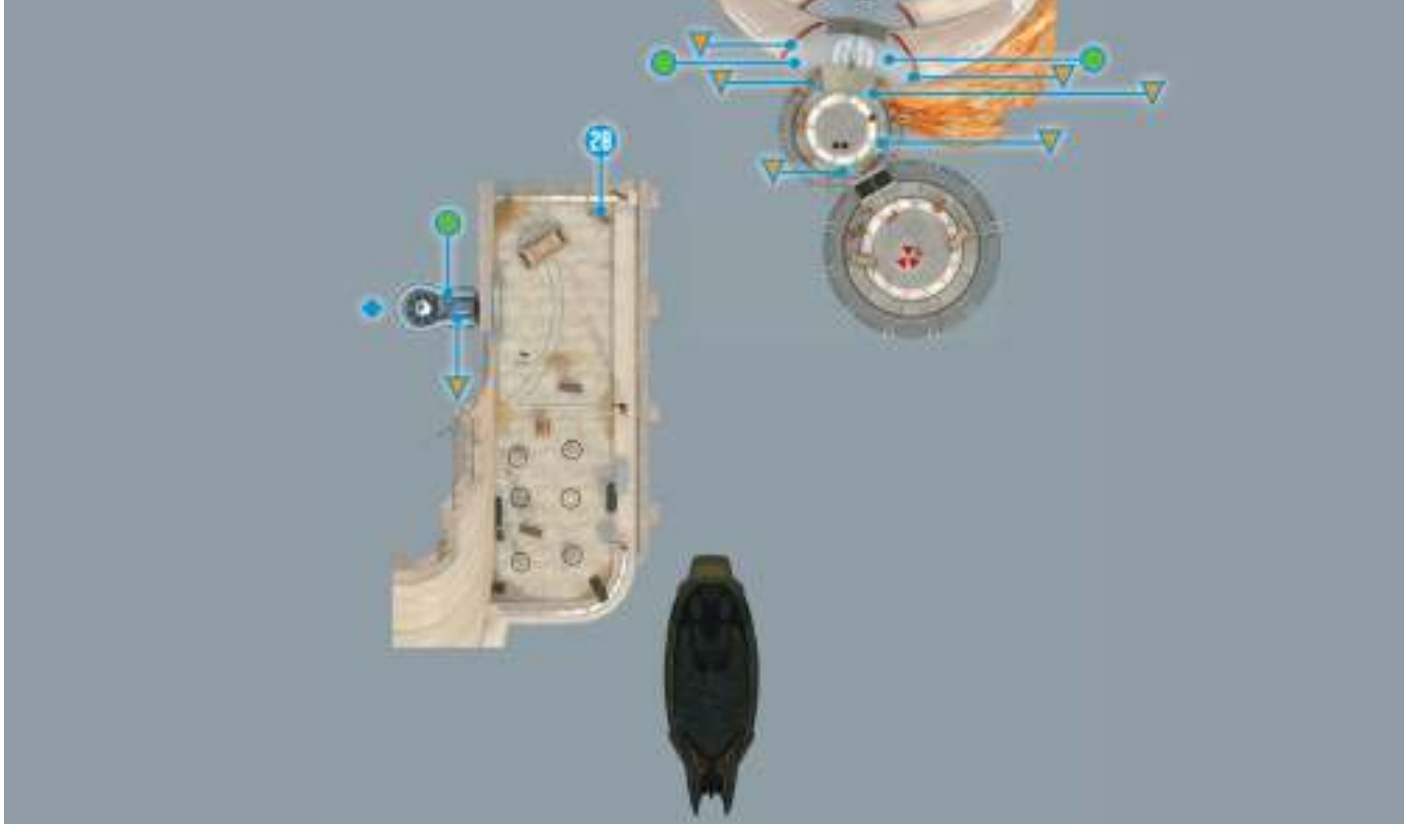
Vulcan Escape



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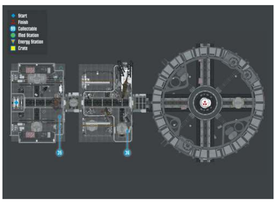
Chapter 5 Interactive Maps

Arrival



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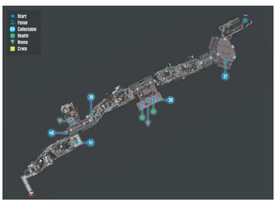
Mess Hall



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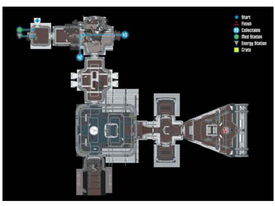
Starbase Biolabs



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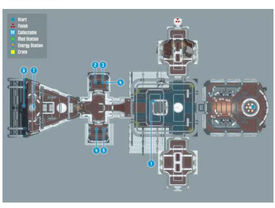
Starbase Biolabs 2



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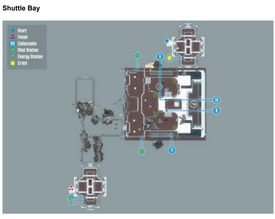
Shuttle Bay



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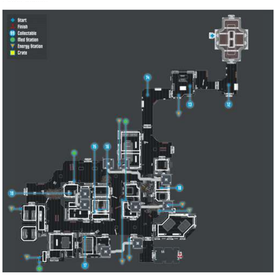
Power Station



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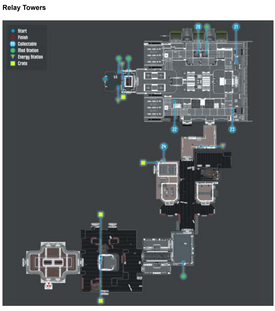
Relay Towers



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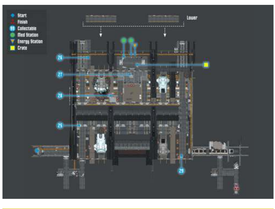
Living Quarters



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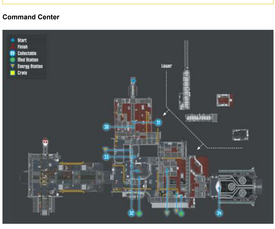
Command Center



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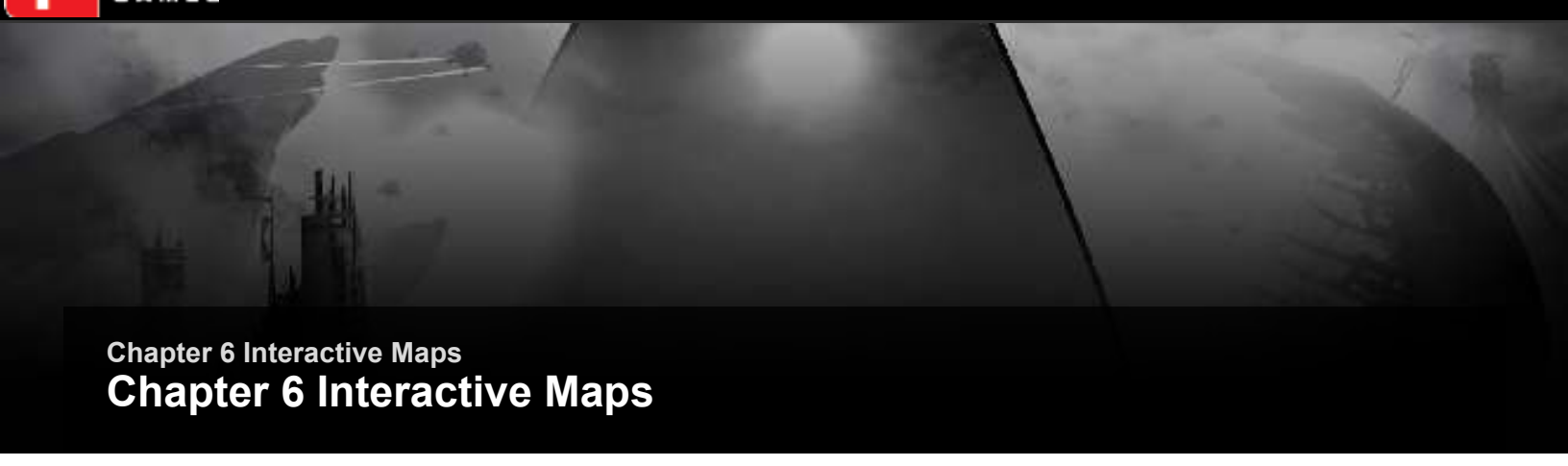
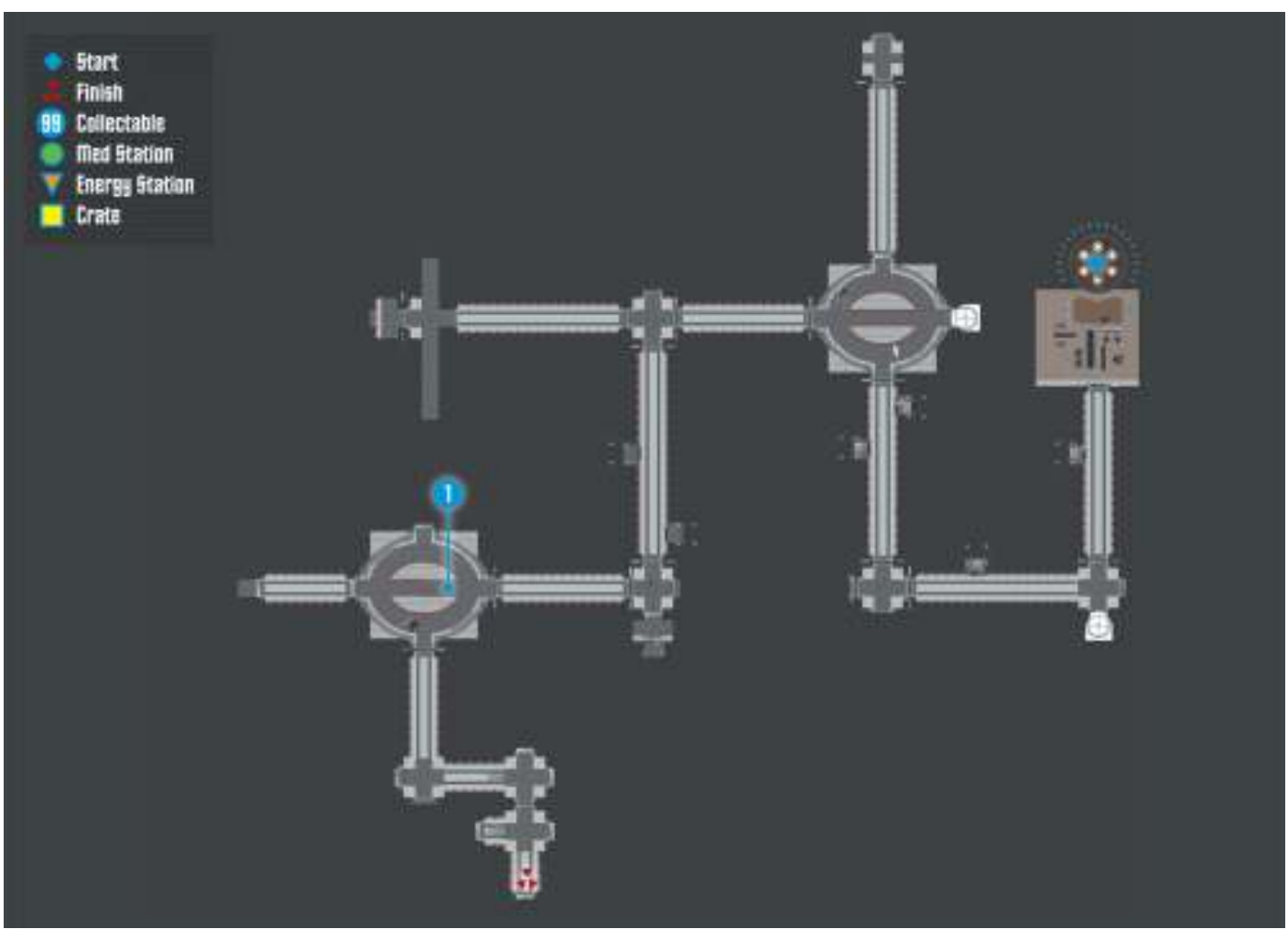


Chapter 6 Interactive Maps

Enterprise



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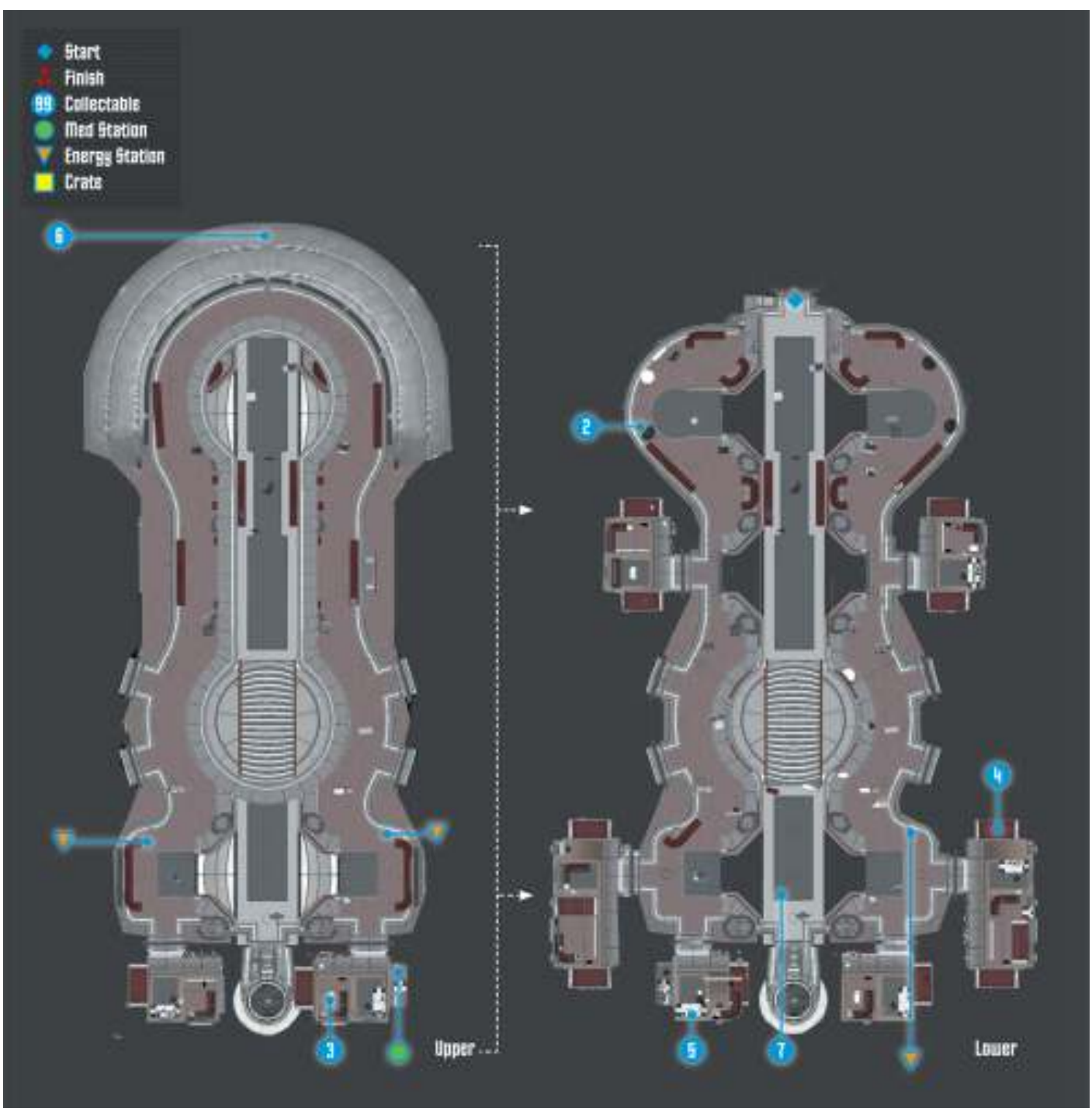
Officers Quarters



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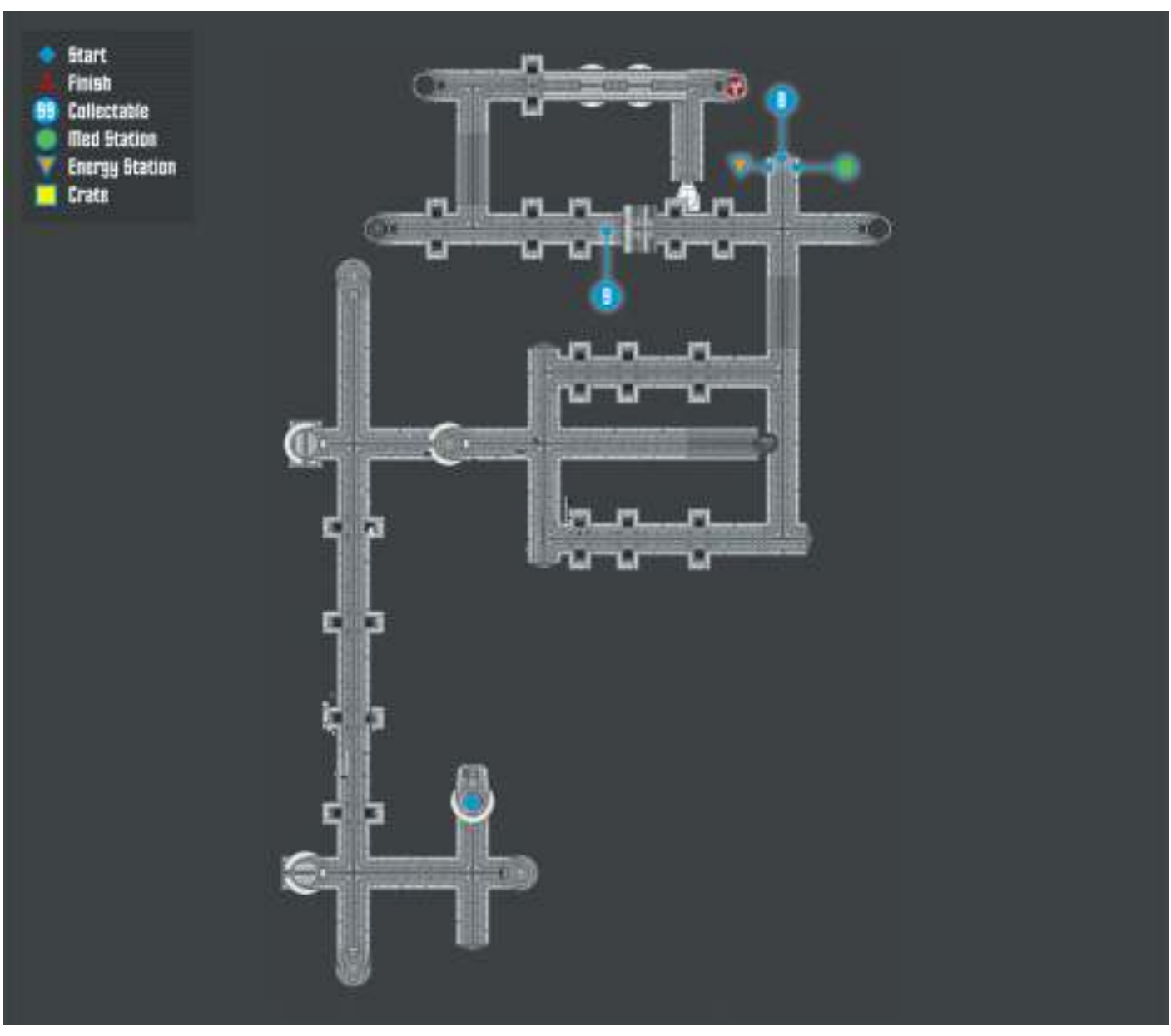
Turbolift System



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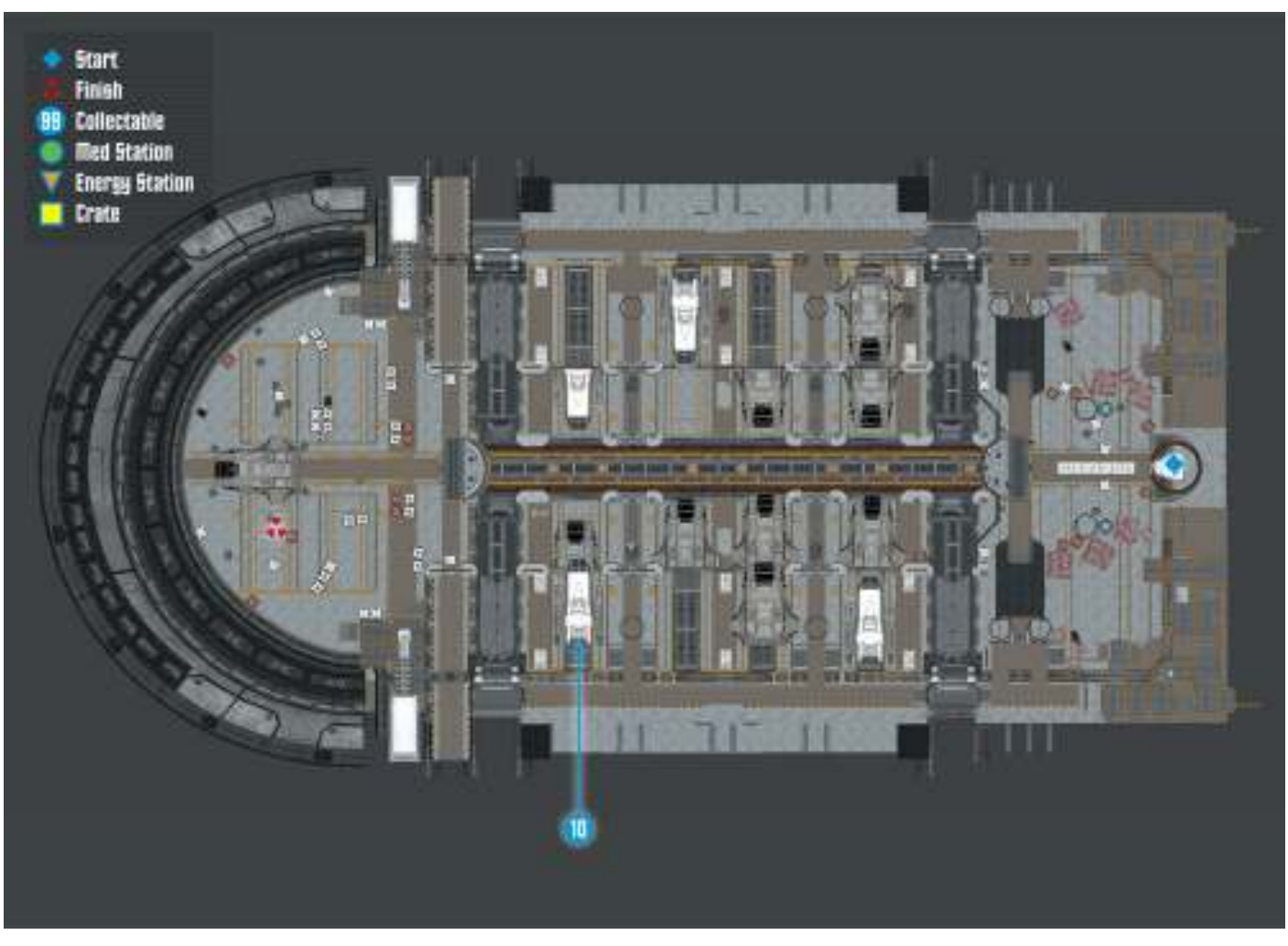
Shuttle Bay 2



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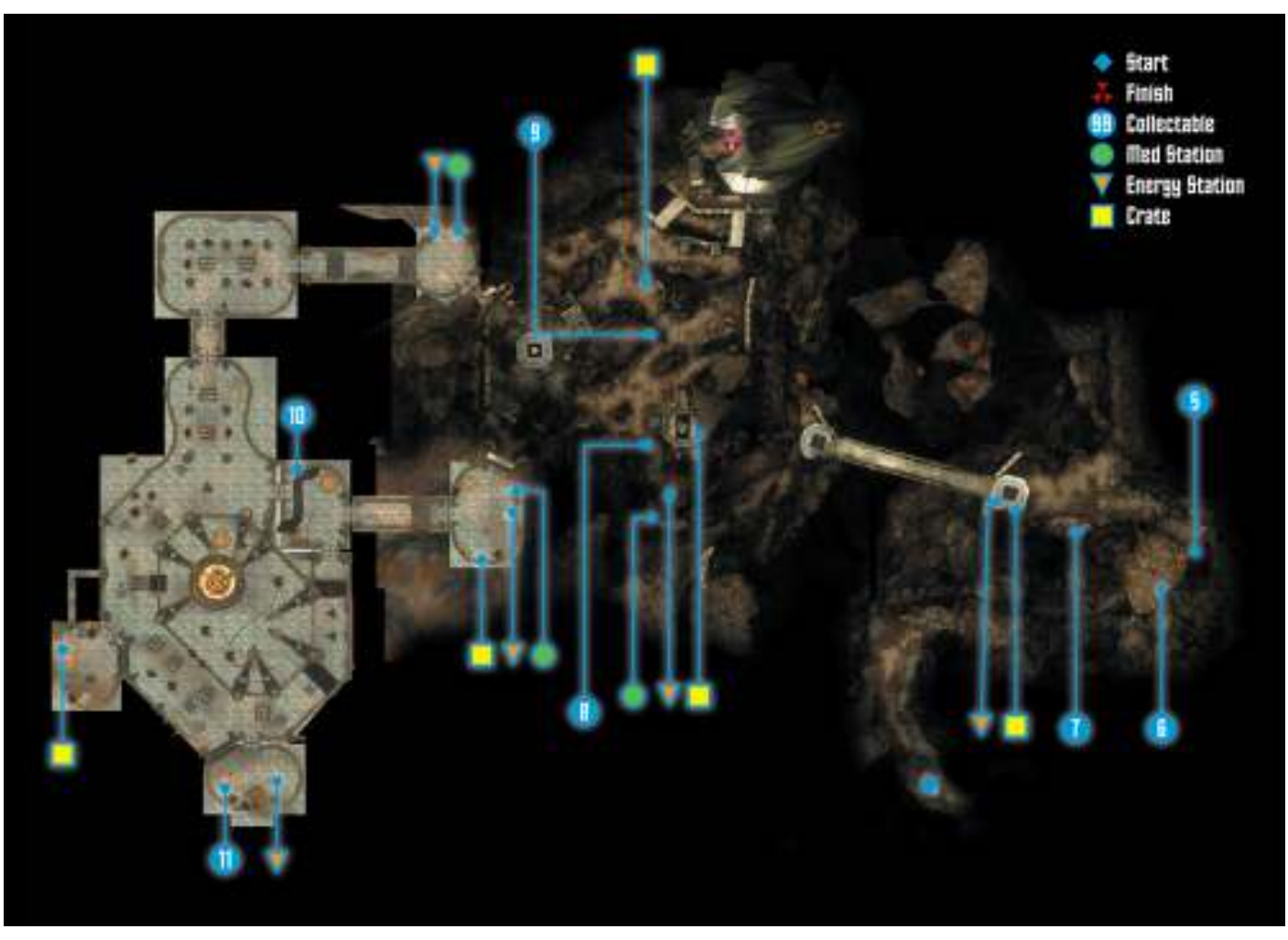
Chapter 7 Interactive Maps

Where No Man Has Gone Before



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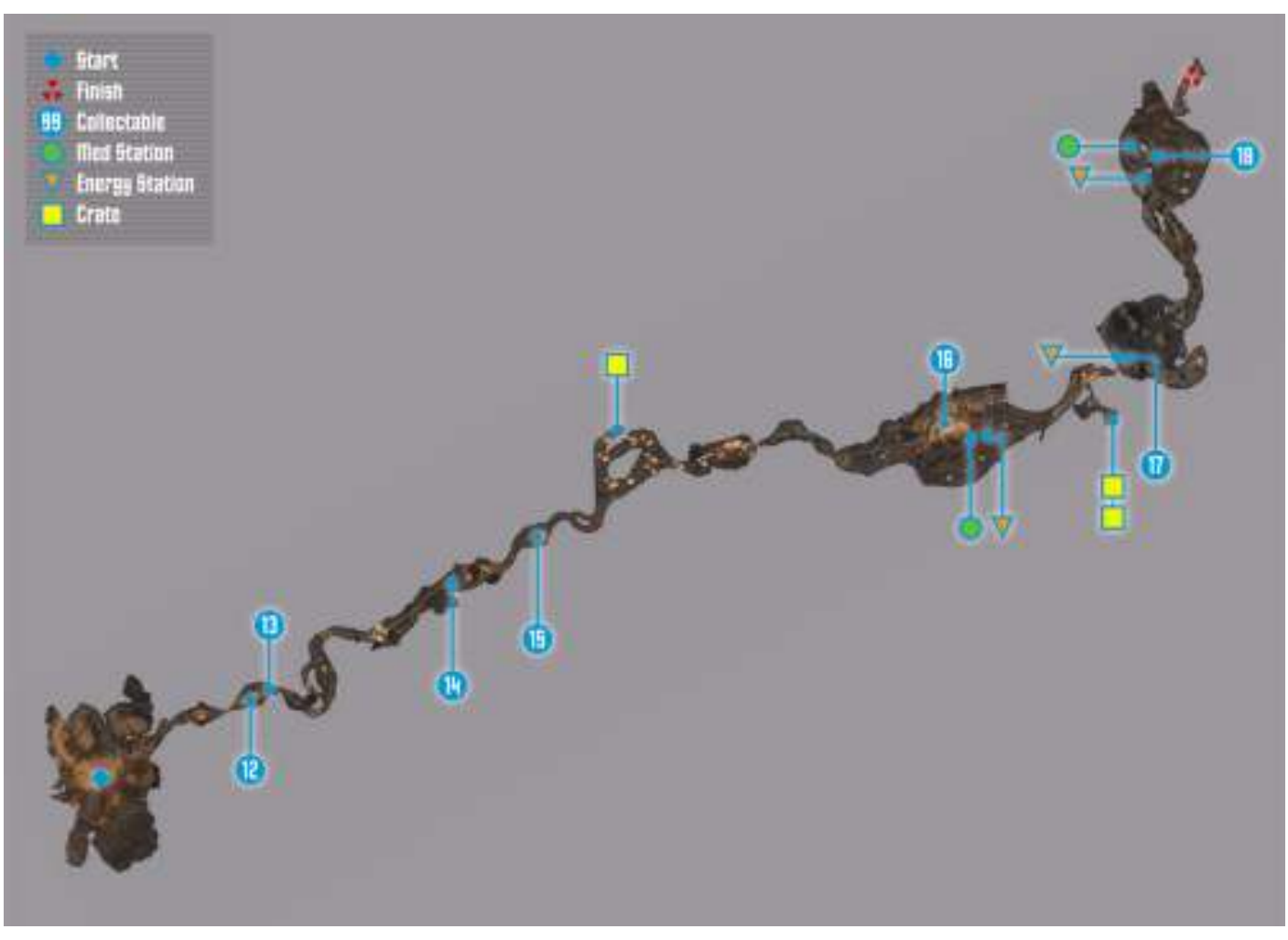
Tunnels



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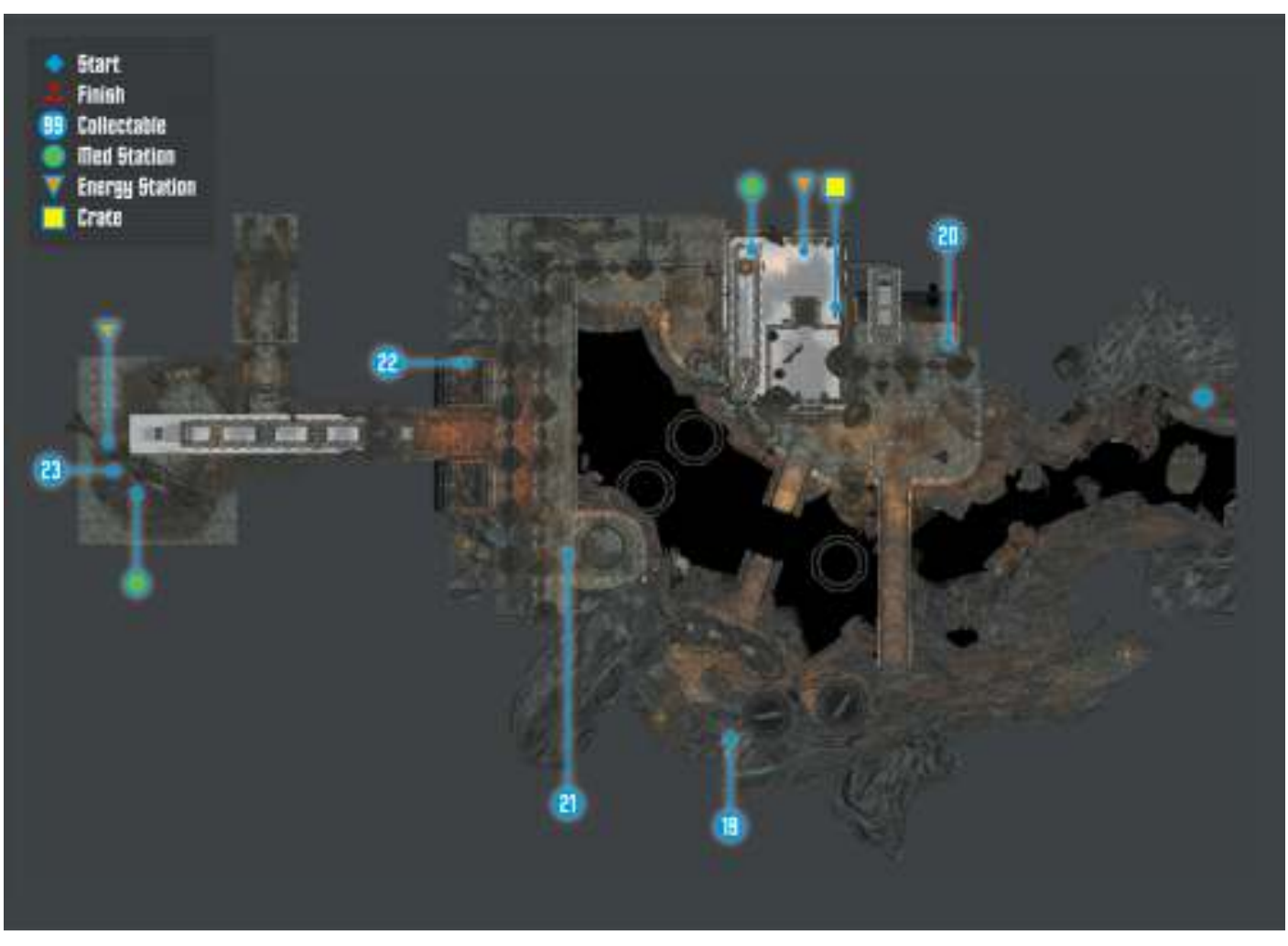
Gorn Labs



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Complex Laboratories

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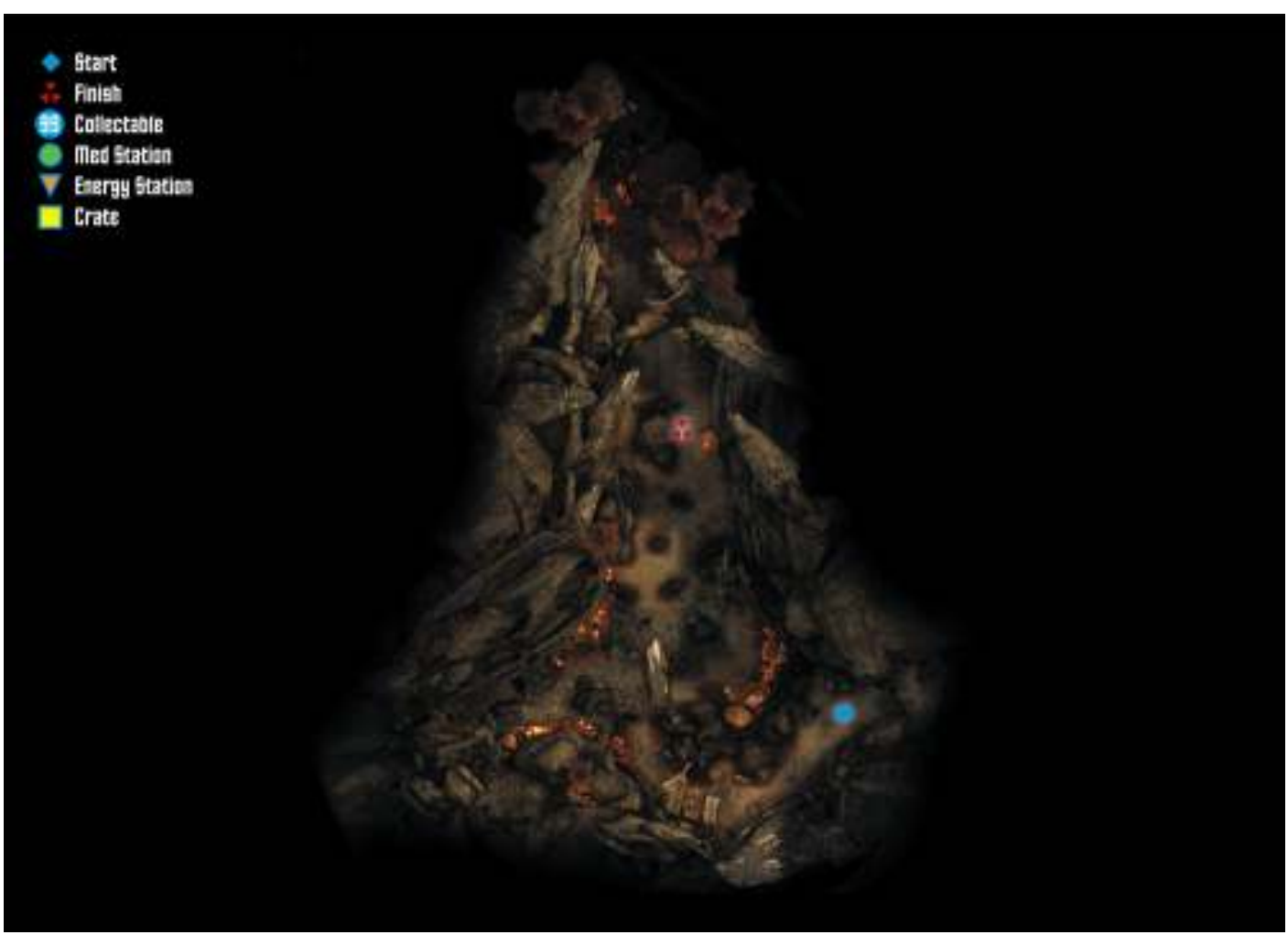
Trials Escape



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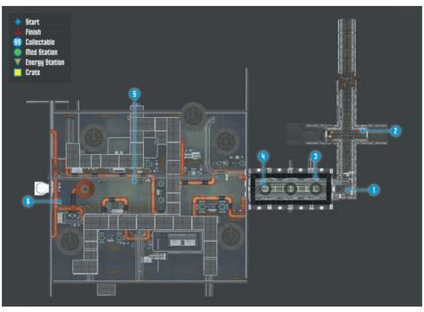
Chapter 8 Interactive Maps

Break In



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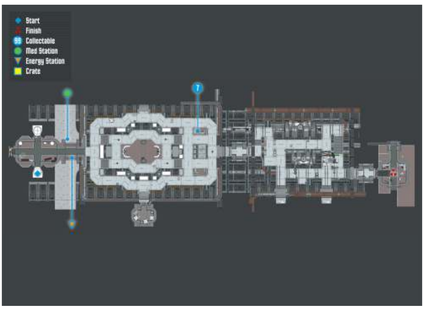
Warp Core



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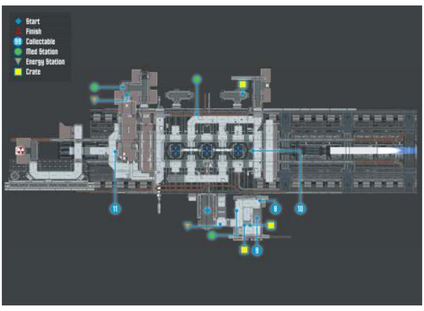
Warp Core 2



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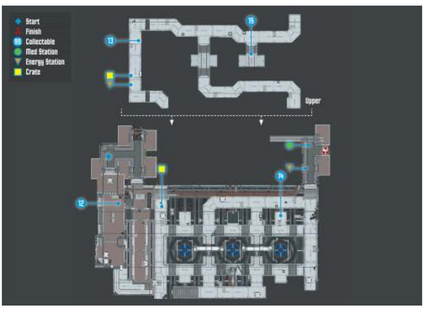
Upper Core



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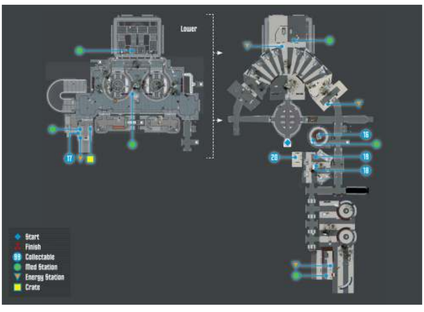
Spread the Cure



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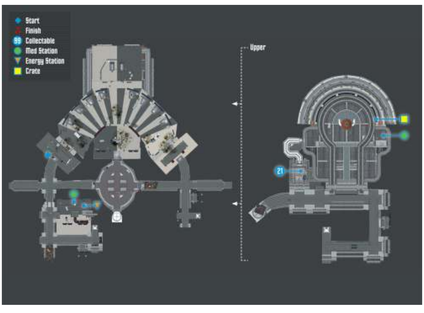
Spread the Cure Part 2



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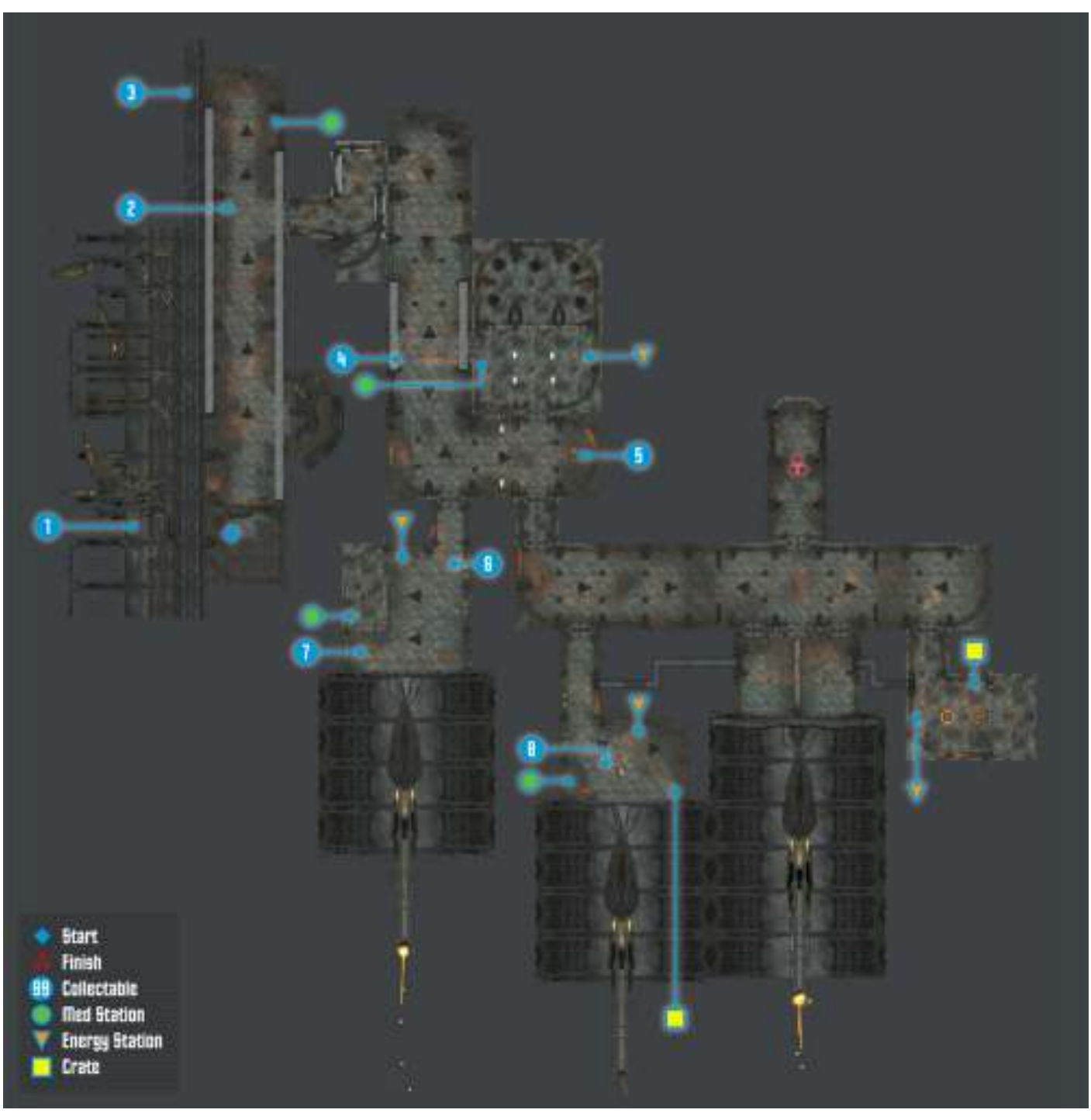
Chapter 9 Interactive Maps

Punch a Hole



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Bio Enhancement Facility

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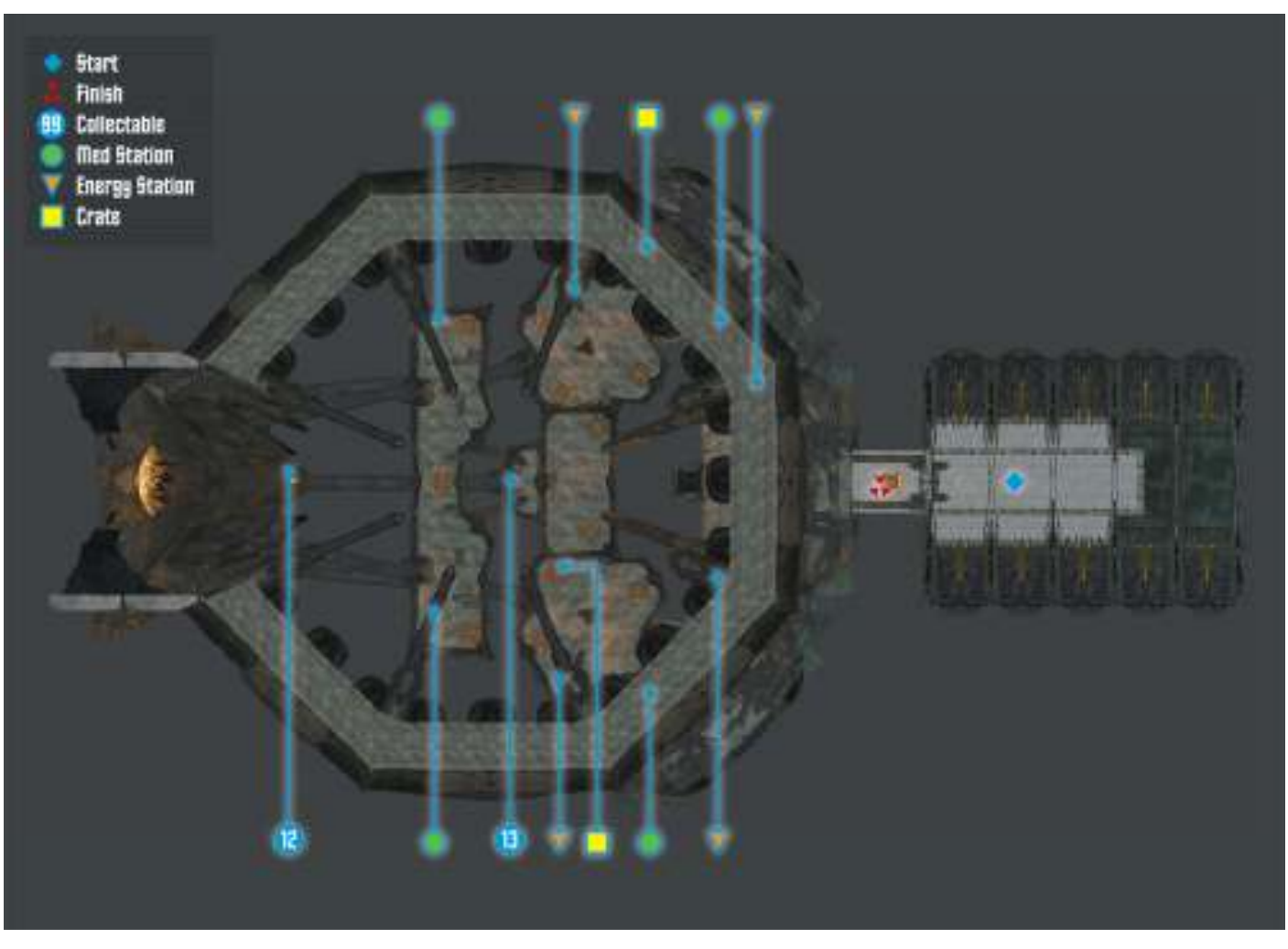
Sabotage



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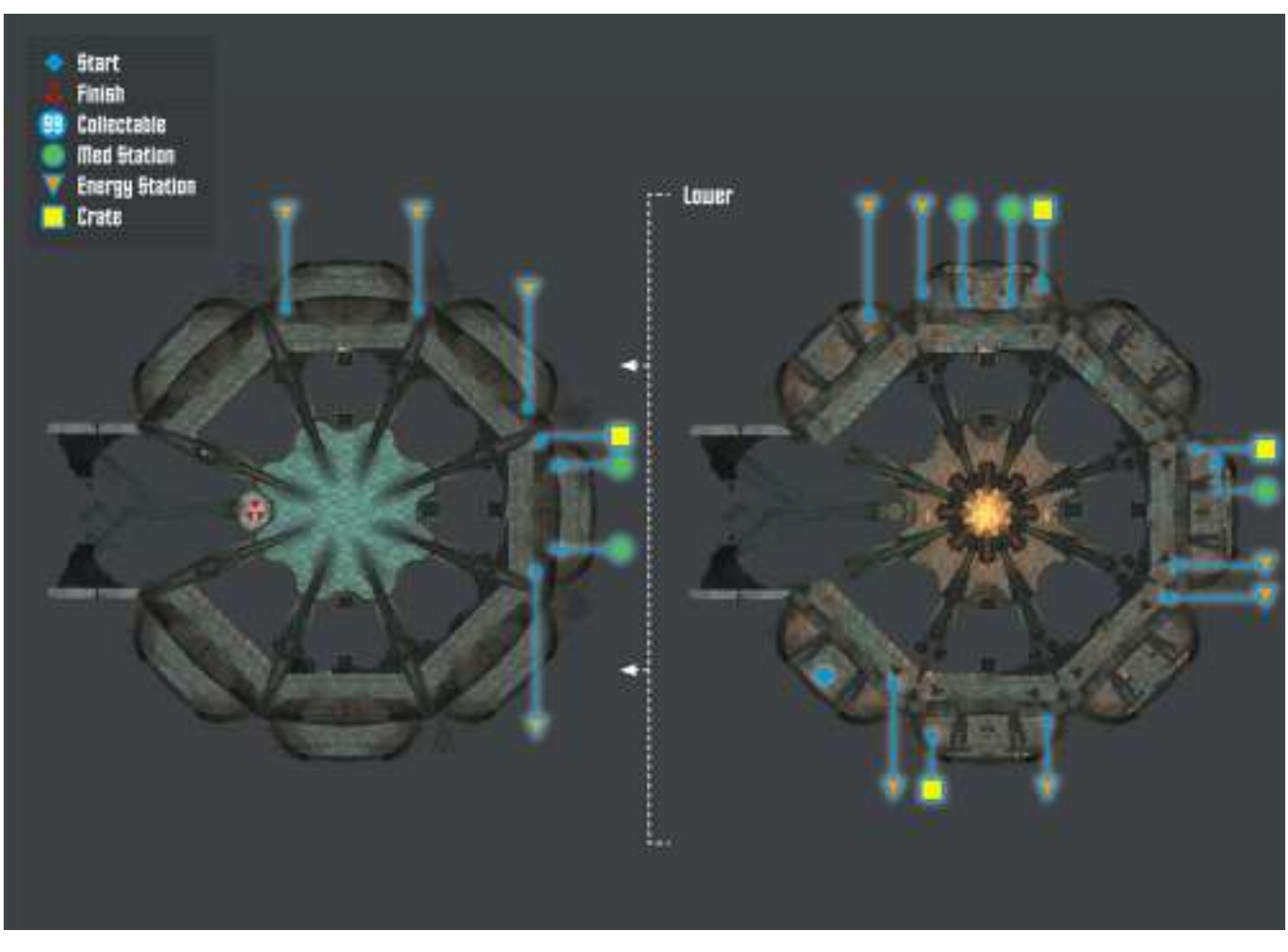
To the Top



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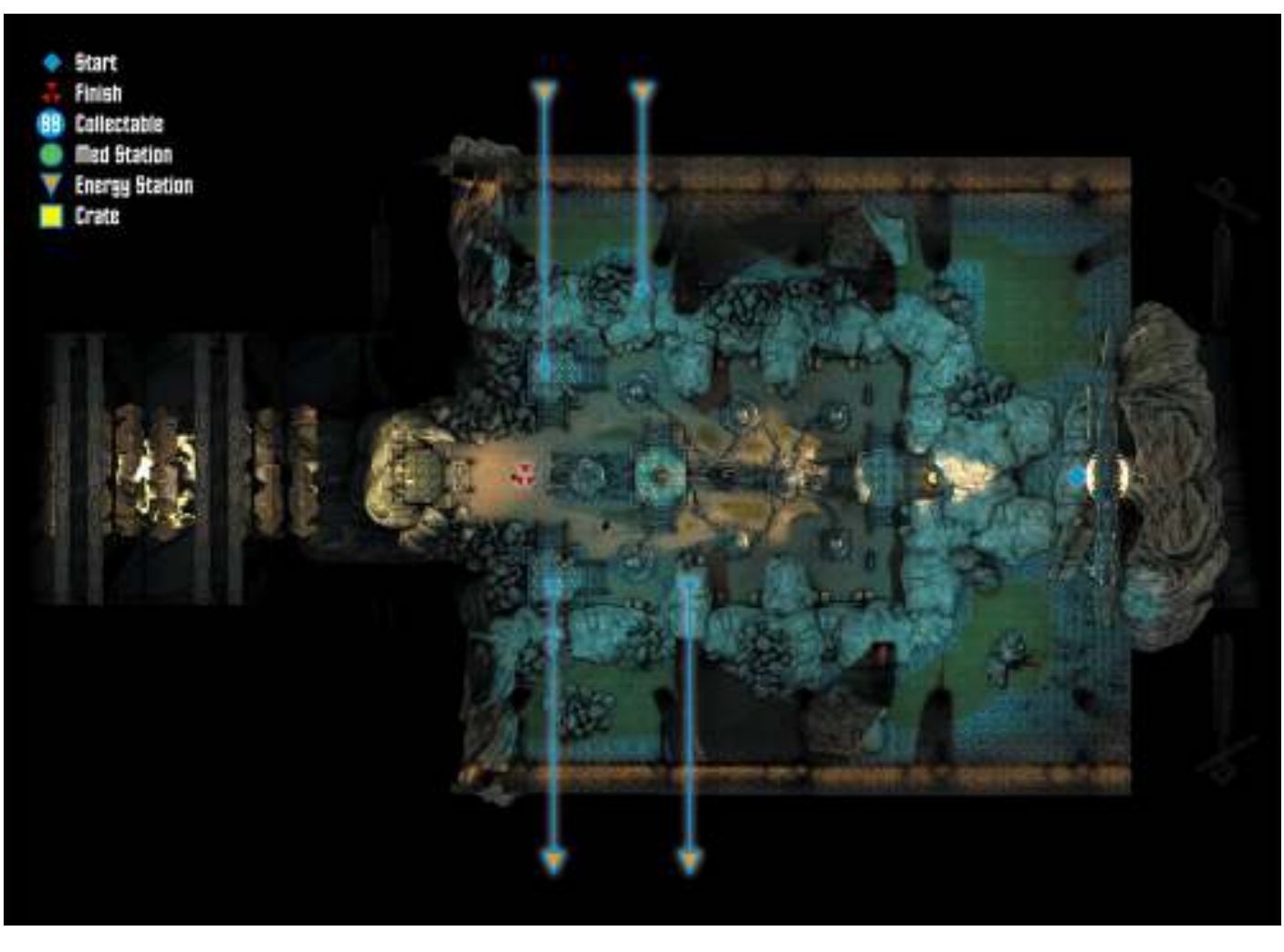
Final Confrontation



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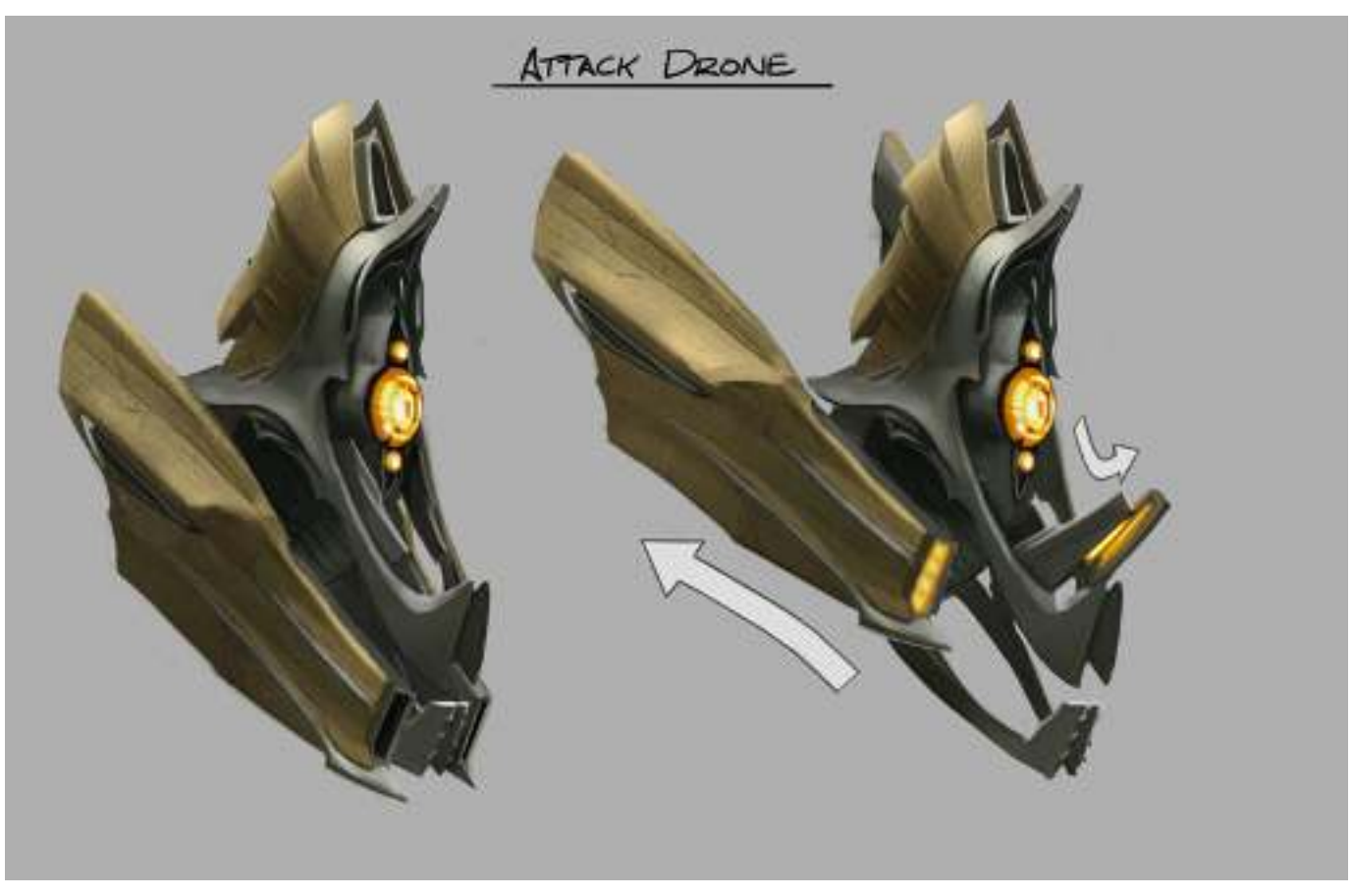
Behind the Scenes



Compendium

Compendium

Looking for all the research data, audio logs, and Tribbles? Or perhaps you just want to earn all the achievements and trophies? The following quick reference collectables table reveals every piece of research data, audio log, and Tribble in the game listed in the order they're encountered—as long as you follow this list, you won't miss a single collectable. A rundown of all achievements and trophies is also provided, detailing the criteria necessary to unlock them all.

Collectables: Quick Reference

Helios-1

Name	Type	XP	Set	Log Entry
Vulcan Hypospray	Research Data	100	Helios-1/Helios Station	A Vulcan Hypospray. And like standard-issue Federation hyposprays, it's something I'd just as soon avoid, thank you very much. Yes, it's supposed to be less invasive than a needle, but medicine is still medicine, and the less time I need to spend under Dr. McCoy's watchful eye the better.
T'Mar's Audio Log #1	Audio Log	50	Helios-1/Logs	Surok, can you hear me father? Helios has been activated ahead of schedule, but we have not finished our testing. It must have been Commodore Daniels's doing. He has been pushing us to activate the device. He does not understand the risks involved. Activating Helios before it is ready could be problematic. Father, please respond.
Helios Engineering Schematic	Research Data	100	Helios-1/Helios Station	Holographic cross-section of the Helios Station intended for use by engineers to monitor station functions. I speak from extensive experience when I say that if any part of the holographic cross-section of anything starts blinking red very quickly … you should make sure you have an escape shuttle ready and waiting.
Surok's Audio Log #1	Audio Log	50	Helios-1/Logs	T'Mar. T'Mar, can you hear me? I'm detecting unusual activity aboard your station. Readings are inconclusive. Contact me as soon as you can.
Tribble (1 of 7)	Tribble	250	Tribbles/Tribbles	Okay, I've heard lots of rumors flying around concerning "Scotty and the Tribble," so let me just take this opportunity to set the record straight. A few years ago I bought a Tribble off a shady trader named Jones. I'd just been assigned to the loneliest outpost in all of Starfleet, on the frozen mud ball of Delta Vega, and I thought it might be nice to have a pet. I'd never seen a Tribble before. I didn't know anything about their … unique metabolism.
T'Mar's Audio Log #2	Audio Log	50	Helios-1/Logs	If anyone can hear me … this Is … captain of the Helios station. We are in desperate need of help. Station integrity is compromised … systems failing … need immediate assistance. If anyone can hear this, please respond.

Helios Control Cluster	Research Data	100	Helios-1/Helios Station	Access point granting engineers access to Helios Station control systems. Decentralized command and control allows for rapid response to emergencies regardless of engineer location. Which is another way of saying engineers never have an excuse for not addressing a problem, which smells to me like a trap set by blame-obsessed bureaucrats sitting behind a desk somewhere, who never have to take responsibility for anything. But I may be biased

New Vulcan

Name	Type	XP	Set	Log Entry
Vulcan Cactus Cluster	Research Data	100	Vulcan Planet/Flora and Fauna	I'm told Vulcan Cacti come in a variety of sizes and shapes, but all of them share an incompatibility with the human digestive system. Not unlike the cuisine of my native Scotland, come to think of it. Better to appreciate Vulcan flora for their aesthetics than their nutritional value.
Vulcan Desert Grass	Research Data	100	Vulcan Planet/Flora and Fauna	It's grass. Vulcan grass. Grass from Vulcan. What do you want me to say? I'm an engineer, not a botanist. Touch it if you want, make a hat out of it, I don't care. Can I get on with my work now?
New Vulcan Avian Scavenger	Research Data	100	Vulcan Planet/Flora and Fauna	One of the wonderful things about serving in Starfleet is discovering new alien species, like this little fellow from New Vulcan. And by wonderful I mean "let Spock and his blue shirts worry about it," because I didn't sign up to go poking things that will most likely poke me back, puncture my skin, and infect me with some horrible xeno-flu. The effects of which on my body Spock will no doubt be delighted to study.
Tribble (2 of 7)	Tribble	250	Tribbles/Tribbles	I had no problems with the Tribble on Delta Vega. It just sat on my desk and made little cooing noises, and given that my only other companion was a tiny, ill-tempered Roylan who barely said a word, I considered my decision to adopt a Tribble a wise one. It didn't eat much, it purred when I pet it, and it didn't judge me for that incident with the Admiral's beagle. All in all, an ideal pet.
Vulcan Corpse	Research Data	100	Vulcan Planet/An Unknown Threat	Poor bastard. I don't know a lot about Vulcans, but I know that they're tougher than humans by no small degree. If something was horrible enough to do this to a Vulcan … I shudder to think what it would do to me….
Unknown Structural Damage	Research Data	100	Vulcan Planet/An Unknown Threat	Deep rending gashes of unknown origin in the side of otherwise solid colony walls? I'm sure it's nothing to worry about. This is why I don't go on away teams.
Unknown Blood Sample	Research Data	100	Vulcan Planet/An Unknown Threat	Blood of unknown origin splattered on the wall. Lovely. They don't teach you about this at the Academy. Particularly not in the engineering lectures. No, I can safely say alien blood splatters were not part of the curriculum. An egregious hole in my otherwise comprehensive education. You'll forgive me if I choose to remain ignorant on the subject.
Infected Vulcan	Research Data	100	Enemies/Federation Enemies	It's not enough for this force to mortally wound their enemies. They have to turn them against their own kind. Yet another reason to make sure that it stays as far away from our corner of the universe as possible.

Helios Device (1 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	I will try to maintain an objective engineer's stance when it comes to a description of the Helios Device, out of respect for Vulcans as fellow members of the Federation … oh, forget it. What were they thinking? Building a fancy toy to drain power from the sun so they can terraform a new colony? I'm sure nothing bad could happen.…
Helios Device (2 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	Here's the thing about Helios: There's a reason no one tried it before. I've looked over all the schematics, and I'm duly impressed by the theories put into practice. But that's the rub. It's still a theory, and it needs to be tested, not rushed into practical use simply because it might be possible. Good luck standing between the Vulcans and the promise of a new home, though.
Helios Device (3 of 3)	Research Data	100	Vulcan Laboratories/The Helios Device	Pandora's box. That's what they should have called it. Because that's what the Vulcans have opened with their Helios technology. And God help us all if it falls into the hands of someone who has more than peaceful terraforming on their mind. I thought red matter was bad enough. Maybe I should retire while there's still an Earth to retire on.
T'Mar's Audio Log #3	Audio Log	50	Vulcan Laboratories/Logs	Welcome news. The United Federation of Planets has come to the aid of the Vulcan people. Commodore Daniels of Starfleet has committed the resources we will need to complete the Helios Device and establish a new Vulcan homeworld. With their backing, we will be able to complete construction and testing of the device. It gives me so much hope that in the darkest time for my people our allies remain steadfast in their support. Commodore Daniels and Starfleet will have an honored place in the history of New Vulcan.
Surok's Audio Log #2	Audio Log	50	Vulcan Laboratories/Logs	This is Surok of Vulcan. We are on the verge of a new dawn for the Vulcan people. The colony we are establishing here is the first step toward restoring what was lost when our homeworld was destroyed. The elder Spock was wise to suggest a planet as far from the neighboring systems as possible. That distance gives us a measure of protection as our colony grows. But Spock does not know of the Helios Device. We need its power to terraform the planet. But I know Spock would oppose us using such an unproven and dangerous technology. We have been able to keep the existence of Helios a secret from all but a select few. I can only hope it stays that way.
Vulcan Pulse Cannon	Research Data	100	Weapons/Federation Weapons	Unlike the Vulcan Repeater, this Cannon's got a bit more edge to it. It was developed by Vulcan engineers after the destruction of their homeworld by Nero, and it shows. There's less emphasis on quiet resolution, and more focus on getting the job done as quickly as possible regardless of what stands in the way.
Surok's Audio Log #3	Audio Log	50	Surok's Laboratories/Logs	I no longer believe that Commodore Daniels has the best interest of the Vulcan people at heart. His assistance in the construction of the Helios Device was gratefully received. But with it has come an expectation of control over the device's operations that is most troubling. The engineers he sent to work with us seem more interested in capitalizing on the potential side effects of the device than on ensuring its safe use in the creation of a new Vulcan homeworld. I have expressed by doubts to T'Mar. But she remains adamant that she will not allow Daniels to compromise our plans. I no longer trust Daniels. But my trust in my daughter must not waver.
Gorn Brute	Research Data	100	Enemies/Gorn Advanced Enemies	Nasty one, this. Picking up signs of toxic stimulants. Best not to poke and prod too much, unless you're poking and prodding with a very long, very sturdy stick.

T'Mar's Audio Log #4	Audio Log	50	Surok’s Laboratories/Logs	I will always be grateful for the assistance Commodore Daniels has shown the Vulcan people. But recently his … priorities have become troubling. He remains steadfast in his support of the Helios Device, but he increasingly appears to show more interest in the possible side effects of the device rather than its primary function. There is some evidence to show that the device, once fully operational, could have unforeseen repercussions. The catastrophic nature of this event is obvious, and yet Daniels seems oblivious to the dangers. He sees the threat as more of an opportunity to be seized rather than a disaster to be avoided. He insists that further testing is unnecessary. I’m dependent upon his help, but I fear that my dependence has put us all at great risk.
Gorn Initiate	Research Data	100	Enemies/Gorn Enemies	The comparatively small brain size on this one suggests that he’s lower on the Gorn totem pole than the other. The kind way to say it: “a bit slower on the uptake.” The more accurate way to say it would be “cannon fodder.”
Gorn Ravager	Research Data	100	Weapons/Gorn Weapons	A nasty projectile weapon used by what I’m calling the “Initiate” class of Gorn soldiers. The knock-down secondary fire should be effective against a wider range of enemies than phasers normally are.
Starfleet Type III Rifle	Research Data	100	Weapons/Federation Weapons	No touching this one without advanced combat training. It takes the DNA of the standard phaser and gives it an evolutionary bump. Not for friendly non-lethal encounters. This one means business.
Stun Grenade	Research Data	100	Weapons/Federation Weapons	Good for taking care of groups of unfriendly natives when you don’t have time to stun them one by one.
Unknown Breaching Tool	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	This tool was not designed by a peaceful race. As far as I can tell, its sole purpose is to break things: doors, walls, locks … body parts.
Unknown Assault Equipment	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	I very, very much want to take this thing apart and figure out how it works. It’s the engineer in me. I’m also very, very afraid of what will happen to me if I attempt to do so. It’s the terrified Scot in me.
T'Mar's Audio Log #5	Audio Log	50	Vulcan Laboratories Part 2/Logs	We stand at the dawn of a new era for the Vulcan race. Thanks to Helios, we have a chance to create a new home on a planet never before inhabited. The unlimited energy provided by Helios will allow us to create a haven for our people. And yet, our resources provided by the Vulcan High Council are insufficient. Without help from another source I fear our greatest hope may be lost before it can be born.
Unknown Hacking Tool	Research Data	100	Vulcan Laboratories Part 2/Unknown Technology	I quite like this little gadget. It’s designed to hack into a computer, but the program it runs is never the same. It rewrites itself depending on the nature of its target. Makes it devilishly hard to defend against. Which is why I don’t want it coming anywhere near the Enterprise.
Surok's Audio Log #4	Audio Log	50	Vulcan Laboratories Part 2/Logs	My daughter is the most brilliant scientist I know. Her skill is matched only by her imagination. To have conceived of such a thing as the Helios Device, and to have brought it to so close to a reality, she honors not only her family, but the entire Vulcan people. She has taken it upon herself to provide a future for us all. Would I have had the courage to pursue such a solution? To put into practice theories that tinker with the very fabric of our universe? I am not sure I would have. My daughter does. And my trust in her outweighs any reservations I may have for now.

T'Mar's Audio Log #6	Audio Log	50	Vulcan Laboratories Part 2/Logs	My faith in the Helios Device remains strong. But recent tests indicate that our grand experiment will not proceed as easily as we had hoped. The construction of the device is almost complete, and ahead of schedule. The assistance provided by Commodore Daniels of Starfleet has been invaluable. And yet, we have detected anomalies we are unable to explain. Surok is concerned that we are proceeding too quickly. I remain confident in our plan, but father is not wrong. The closer we get to Helios becoming fully operational, the more careful we must be.
Surok's Audio Log #5	Audio Log	50	Vulcan Escape/Logs	This is Surok of Vulcan. It does not surprise me that the Helios Device has attracted the attention of Starfleet. In the wrong hands, a device that can harness the power of stars to reshape the geology of a planet could be used as a doomsday weapon. Fortunately, it is a Vulcan creation and as such is used only according to the rules of logic. To abuse the power of Helios would be against all the principles upon which Vulcan civilization was founded—the same principles we seek to preserve in this new Vulcan colony. As beneficial as Helios is to our people, I am grateful there is only one such device in existence. To replicate it would be to invite its use by less … responsible parties. To replicate it, would court disaster.
Sh'Tok Memorial	Research Data	100	Vulcan Escape/Vulcan Remembrance	This monument is dedicated to the memory of Vulcan scientist Sh'Tok, last acting administrator of the Vulcan Science Academy prior to the destruction of the Vulcan homeworld.
T'Par Memorial	Research Data	100	Vulcan Escape/Vulcan Remembrance	This sculpture is dedicated to the memory of Vulcan scientist T'Par, Chief Scientist of the Vulcan High Council prior to his death during the destruction of the Vulcan homeworld.

Frontier Starbase

Name	Type	XP	Set	Log Entry
Atmospheric Calibration Unit	Research Data	100	Arrival/Commanding the Station	Quick, think of a worse job more than being in charge of atmospherics on a Starbase. Time's up! Everyone complaining to you every moment of the day about how hot it is, or how cold it is, or how little Timmy came down with the Andorian flu because the humidity in the room was too high. Show me an atmospherics officer, and I'll show you a glutton for punishment.
Captain's Phaser	Research Data	100	Weapons/Federation Weapons	Ooh, fancy. This is a one-of-a-kind phaser created specifically for one Captain James Tiberius Kirk by his loyal Chief Engineer, who would be me. I took a standard-issue Starfleet phaser and basically made it better in every way: improved accuracy, faster reload, less recoil, quicker phase shift between stun and kill mode. I gave it all sorts of nifty projectile enhancements and added a bio-signature lock that ensures that only the Captain can use it. I'm still waiting on my special commendation.
Vulcan Repeater	Research Data	100	Weapons/Federation Weapons	The quintessential Vulcan weapon. Efficient, no bells and whistles, optimized for non-lethal takedowns, but as deadly as can be when the situation calls for it. Much like Commander Spock, come to think of it.
Starfleet Phaser Rifle	Research Data	100	Weapons/Federation Weapons	Standard-issue Starfleet rifle. The big brother of the phaser, equipped with a dilithium-enhanced deflector shield. Higher magazine capacity and longer range than the phaser pistol, but not quite as stealthy. When you use one, they'll know you're coming.

Surok's Audio Log #6	Audio Log	50	Arrival/Logs	This is Surok of Vulcan. Even my worst fears did not anticipate the events that have unfolded in the wake of bringing Helios online. We have brought devastation upon ourselves because of that cursed device. It provided the opportunity for these bizarre and deadly creatures to overrun the colony, just as we were ready to celebrate its founding. I can only hope my warning beacon is received and that Sarek, the elder Spock, and the other Vulcan dignitaries stay away from this place. I fear that we have only invited them to their doom. Having just begun to recover from the loss of our homeworld, we now face the ultimate test—a test that could that could spell the end of our people … forever.
Starbase Command Console	Research Data	100	Arrival/Commanding the Station	Second only to atmospheric officer in terms of terminal job dissatisfaction is Starbase systems administrator. Nobody will ever know your name until something goes wrong. Oh, the glory. The wonder. The unending boredom of sitting at a monitor watching a completely self-sufficient Starbase run itself without any help from you. Get on a ship, kids. That's where the fun is.
Commodore's Chair	Research Data	100	Arrival/Commanding the Station	I still haven't figured out if the seat makes the man, or the man makes the seat. The seat being a Starbase Commander's chair, the man being a pompous blowhard who has spent a few too many years off-Earth and now runs his particular fiefdom like … well, a fiefdom. And it's not just men. I've met horrible female Commanders too. Which leads me to think it's all the chair's fault.
Gorn Enforcer	Research Data	100	Enemies/Gorn Enemies	This beastie has a more upright posture, a bigger brain, and a higher metabolic rate. If I had to guess, this one would be in charge of his smaller-brained comrades. A sort of Gorn officer.
Gorn Marauder	Research Data	100	Weapons/Gorn Weapons	A particularly brutal weapon intended for close-range mayhem, not unlike the shotgun used in Earth's history.
Plasma Grenade	Research Data	100	Weapons/Gorn Weapons	Standard grenade used by the Gorn for maximum carnage. It has the ability to stick to any surface, including you, so be ready to peel it off and throw it back. Preferably in the direction it came from.
Daniel's Audio Log #1	Audio Log	50	Arrival/Logs	The clearer it becomes that this Helios Device could become a powerful weapon for the Federation, the more T'Mar resists my efforts to steer the research in that direction. I understand that she views the device primarily as a way to power the colony on New Vulcan, but it's obvious she's blind to the full potential of her invention. It's a shame that a scientist as brilliant as T'Mar lacks the vision necessary to truly change the future. I must convince her to see the benefits to the entire Federation. I cannot let this opportunity be wasted.
Gorn Turret	Research Data	100	Enemies/Gorn Security	This thing might be the most deadly of the Gorn technology so far. I'd stay clear of it. On the other hand, it does look like you could use it to give them a taste of their own medicine.
Federation Officer	Research Data	100	Enemies/Federation Enemies	There must be a way to reverse the effects of the Gorn infection. If anyone can do it, Bones can. I shudder to think what will become of us all if he can't.
Attack Drone	Research Data	100	Enemies/Gorn Security	An Attack Drone that appears to be controlled by the collective Gorn intelligence. Best to disable them as quickly as possible, before they can alert the hive mind to your presence.

Gorn Tech	Research Data	100	Enemies/Gorn Enemies	Moving up the Gorn evolutionary tree, this one has a bigger brain that suggests it's better suited to technical tasks than direct combat. Much like myself, come to think of it.
Gorn Railer	Research Data	100	Weapons/Gorn Weapons	A high-powered charge weapon that can penetrate thin walls and hit multiple targets at once. This is evidence that the Gorn are not simple brutes, but possess a technological aptitude that allows them to develop weapons that rival Starfleet's in their sophistication.
Neurocortical Monitor	Research Data	100	Search for a Cure Part 1/Biolab Equipment	When I was a wee lad I had a persistent headache. Doctors stuck a Neurocortical Monitor on my neck for a month. All the other kids made fun. Turned out my headache was just a symptom of growing up surrounded by a bunch of nasty little Scottish weevils whose parents raised them without a shred of compassion. Eventually I felt better.
Epidermal Analyzer	Research Data	100	Search for a Cure Part 1/Biolab Equipment	Bones is really the one to ask about this thing. You put it under your tongue, I think? And it tells you when you're going to die? Something like that.
Osteogenic Stimulator	Research Data	100	Search for a Cure Part 1/Biolab Equipment	One of the few devices that convinces me that "medical progress" is not an oxymoron. Did you know that before these things came along doctors used to just immobilize broken bones in massive plaster casts? I think it was back when they still used money to pay for things—like massive plaster casts.
Tribble (3 of 7)	Tribble	250	Tribbles/Tribbles	I took the Tribble with me when I joined the crew of the Enterprise. It lived happily in a corner of Engineering until I had the brilliant idea to use it as a test subject in a new transwarp beaming experiment I had in mind. I hypothesized that I could beam a small object all the way back to Earth while the Enterprise was at warp, not unlike the way Captain Kirk and myself we able to beam aboard from Delta Vega. I contacted my nephew back at Starfleet Academy, and together we achieved a ground-breaking success that resulted in my Tribble arriving in San Francisco hale and hearty.
Yolendran Spittle Pods	Research Data	100	Search for a Cure Part 2/Biolab Flora	Would you like a Yolendran Spittle Pod? No thanks, I just had a heaping bowl of spittle pods. Really, I'm stuffed. Of course, I don't want to eat something called a spittle pod. Go away.
Flowering Phistella Sporophyte	Research Data	100	Search for a Cure Part 2/Biolab Flora	They really need to start naming new plants after the first poor redshirt who touched it and died of whatever fatal disease was hiding in the leaves. Instead of "Flowering Phistella Sporophyte," it should be "Ned's Where-Did-My-Skin-Go Flower." A touching tribute to the spirit of discovery, and yet another reason why I am the last to volunteer for away teams.
Walgettian Fire Blossom	Research Data	100	Search for a Cure Part 2/Biolab Flora	This is how the Earth will die. Not from a massive alien invasion. Not from a homegrown geological cataclysm. No, it will end because some unsuspecting fool will sneak something like the Walgettian Fire Blossom past quarantine, and three weeks later the planet will be one big flowery ball, with no room left for things like humans. Mark my thoroughly depressing words.

Daniels's Audio Log #2	Audio Log	50	Search for a Cure Part 2/Logs	Commodore’s log, supplemental. I must confess that my interest in helping the Vulcan scientist T’Mar is not entirely altruistic. The Helios Device T’Mar has designed could provide an incredible tactical advantage for the Federation. T’Mar believes that a possible side effect of the device is a tear if the fabric of space time. The prospect frightens her, but she is a scientist, not a tactician. Imagine using that tear to travel instantaneously across the galaxy. In the hands of Starfleet it could tip the balance of power in the Federation’s favor. I will keep a close eye on the progress of the Helios Project.
Gorn Rusher	Research Data	100	Enemies/Gorn Enemies	This is a curious one. Genetic analysis suggests it represents a lonely outlying branch on the Gorn evolutionary tree. Every family has that slightly feral cousin you’d rather not have around at holidays. This would be that Gorn version.
Shuttle Survivor Pack	Research Data	100	Evacuate/Manifest	Standard-issue life support pack carried by every shuttle. Contains enough power, shelter, and supplies for survival on hostile planetary surface for six months. At which point it’s time to consider eating the redshirts. I kid. Mostly.
Daniels's Audio Log #3	Audio Log	50	Evacuate/Logs	The time has come. I’ve allowed T’Mar’s countless tests to go on long enough. The critical support I’ve given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T’Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.
Remote Comms Package	Research Data	100	Evacuate/Manifest	Also known as “Message in a Bottle.” Let’s be honest. If you’re stranded somewhere in a downed shuttle and you’re relying on your Remote Comms Package to call for help, chances are you’re too far away to be found and rescued before you’re seriously considering eating the Remote Comms Package just to survive. Just make sure you wait until after you eat the redshirts. I kid. Mostly.
Compact Medkit	Research Data	100	Evacuate/Manifest	Dr. McCoy and I share an aversion to joining away teams, for obvious life-threatening reasons. Unfortunately for him, as Chief Medical Officer he’s duty-bound to fulfill his rotation on away teams among all medical personnel. He tried to circumvent protocol by quadrupling the number of Compact Medkits aboard every away shuttle, hoping that would be enough. According to Starfleet protocol, it’s not.
Gorn Observer	Research Data	100	Enemies/Gorn Enemies	Another big-brained Gorn, which suggests a more advanced role in their culture than their smaller-brained brethren we’ve encountered.
Starbase Comms Relay	Research Data	100	Power Station/Power Station	I once heard Starbases compared to islands in a vast ocean. Little outposts of civilization in an empty expanse. Flickering embers of light representing the valiant refusal of life to succumb to the void. They call out into the abyss, never knowing who might respond, but never wavering in their duty to stand against the night. I have nothing sarcastic to add. I actually think that’s quite lovely.

Starbase Armory Data	Research Data	100	Power Station/Power Station	One other thing I envy about Starbases: the prompt response they get from Starfleet Requisitions. I send in requests from the flagship of the fleet and it's treated like a handwritten note from a snot-nosed Ensign asking for a new tricorder. But if a Starbase asks? Watch the bureaucracy trip over itself to make sure the base doesn't run out of air freshener for the cargo bays.
Daniels's Audio Log #4	Audio Log	50	Power Station/Audio Logs	Damn their Vulcan ineptitude! Thanks to their incompetence, the Helios Device is failing. I should have taken full control of the project myself and made it a Starfleet operation from the very beginning. Instead, I'm forced to listen to T'Mar's distress calls begging for help. To make matters worse, the Enterprise is already on its way there. The last thing I need is that boy, Kirk, sticking his nose in things and taking credit for salvaging the Helios Device. No doubt he's looking to make himself a hero, again. Damn Admiral Pike for giving him the keys to the flagship. All of my work could be for naught.
Starbase Power Unit	Research Data	100	Power Station/Power Station	As much as I prefer working on a starship to wasting one's life away on a Starbase, there is one thing about bases that fills me with burning envy: their power supply. They need copious amounts of state-of-the-art fuel cells, obviously, given that most bases are stranded out in the middle of nowhere, but I still dream of packing that much power into the bowels of a ship. We'd never have to stop to refuel. Which means I would never have to see another Starbase. Everybody wins.
Engineer Transport Tool	Research Data	100	Weapons/Federation Weapons	I'm very proud of this one. Think of it as a transporter for your pocket. You can send small objects short distances, just like beaming them from a transporter pad. I've not finished tests on organic material yet, so be careful. Still, it's quite a breakthrough. And thus the name Scott joins Newton and Einstein in the pantheon.
Daniels's Audio Log #5	Audio Log	50	Relay Tower/Logs	The Helios Device … is gone. Details are still coming in, but it appears that an unknown force has attacked the colony on New Vulcan and taken the device. The Enterprise is on its way here with the survivors, but I don't know if I can wait for them to get here. A single Starbase is no match for an enemy that can wipe out an entire colony. And no doubt, the Vulcans will accuse me of wrongdoing for turning Helios on ahead of schedule. But I was doing what was best for the Federation. I have no doubt that events will prove me right. But until then …
Daniels's Audio Log #6	Audio Log	50	To the Rescue/Logs	The time has come. I've allowed T'Mar's countless tests to go on long enough. The critical support I've given the Helios Project has given me the leverage I need to take control and start up the machine now. Nothing I can say will make T'Mar understand that her fears are unfounded. Only by putting the machine into action can I prove my case. My team is on site and monitoring the situation closely. And I am prepared to shut down the device at the first sign of trouble. But I am confident that everything will go according to plan.
Gorn Weapon Research (1 of 4)	Research Data	100	To the Rescue/Gorn Attack	Gorn weaponry is curious indeed. It's as much organic as technological in nature, as if it was grown rather than manufactured. It's difficult to tell where the weapon ends and the user begins.

Gorn Weapon Research (4 of 4)	Research Data	100	To the Rescue/Gorn Attack	As terrible as these Gorn weapons are, I do want to retrieve samples for study. The question is whether they can get past quarantine. It would be simple enough if they were purely technological. But their biological component means we have to treat them more like organisms than simple weapons.
Gorn Weapon Research (3 of 4)	Research Data	100	To the Rescue/Gorn Attack	These Gorn weapons are truly fearsome inventions. I have plenty of faith in Starfleet's own armory, but at least we put control measures in place like stun capability and adjustable phaser strengths so we don't simply obliterate everything we see at first glance. The Gorns have no such self-restraint.
Gorn Weapon Research (2 of 4)	Research Data	100	To the Rescue/Gorn Attack	It appears the Gorn weapons can be used by human hands, but I wouldn't recommend spending too much time with them. It they truly are organic in nature, there's no telling what effects using them may have on a human nervous system. Better to stick to Federation-approved armaments, methinks.
Gorn Warrior	Research Data	100	Enemies/Gorn Enemies	Slightly bigger brain on this one, and slightly older than the cannon fodder. Musculature more developed, more aggressive demeanor. Not the deadliest of the species, but not to be taken lightly.
Gorn Pillager	Research Data	100	Weapons/Gorn Weapons	A ballistic weapon stolen from an enslaved race and used by various Gorn Warrior classes. I shudder to think what they would do if they got their hands on Starfleet weapons. So let's ensure that they don't.

Volatile Cargo

Name	Type	XP	Set	Log Entry
Bones's Audio Log #1	Audio Log	50	Volatile Cargo Part 1/Logs	Chief Medical Officer's log, supplemental. I should've been a farmer, stayed in Mississippi, and bought a nice plot of land. Spent my days chasing chickens and sippin' lemonade on the porch. Instead, I'm about as far from Mississippi as you can get, chasing cures to alien diseases we never even knew existed, and drinking stale Romulan ale. Not a porch in sight.
Bones's Audio Log #2	Audio Log	50	Volatile Cargo Part 2/Logs	Chief Medical Officer's log, supplemental. I love the Captain like a brother, I really do. But I wish he'd ask me the next time he goes planetside for some R&R. Every time an away team goes out, every time, they bring back some cough or tickle or itch that sneaks by quarantine and ends up in my lab. Bones to the rescue once again. I'm all for exploring new worlds, just wish it didn't mean filling up my Sickbay.
Uhura's Audio Log #1	Audio Log	50	Volatile Cargo Part 2/Logs	Communications log, supplemental. Analysis of the unknown alien language recorded in New Vulcan is underway. The basic phonologies are an interesting mix of mammalian and squamate, with a porosity similar to advanced species encountered mostly in subtropical ecosystems. But the variations unique to this species are unprecedented. I just wish I had more time to study them.
Turbolift Repair Kit	Research Data	100	Volatile Cargo Part 2/Federation Technology	Set of specialized tools designed for quick and complete repair of Turbolift functions, including pulse reset and magnetic resonance recalibration. You'd be surprised how often these things break down.

Uhura's Audio Log #2	Audio Log	50	Volatile Cargo Part 2/Logs	Communications log, supplemental. I've been able to break down the alien syntax enough to decipher a basic lexicon. What I found is troubling. Even in exchanges between members of this species, every word, every sentence, every intonation, is highly aggressive. Obviously we can only analyze the fragments of their speech that we've captured so far. But I doubt their language has anything approaching a word for peace.
Quarantine Control Console	Research Data	100	Volatile Cargo Part 2/Federation Technology	Very important piece of machinery, this. Think of it as a high-tech canary in a galactic coal mine. If it starts making strange noises, odds are something mean and microscopic has found its way onto the ship uninvited. Best seek out Dr. McCoy. Not the Chief Engineer. Sorry, can't help you. Please stop coughing in my direction.
Uhura's Audio Log #3	Audio Log	50	Volatile Cargo Part 2/Logs	Personal log, Lieutenant Nyota Uhura. Spock won't admit it to me, but I can tell how much it means to him to see a new Vulcan colony established. He rarely talks about the loss of his homeworld. If anything, it's like he's become more Vulcan since the tragedy. But I know him too well. He might not show it, but the promise of a new start for his people fills his heart with hope.
Bones's Audio Log #3	Audio Log	50	Volatile Cargo Part 2/Logs	Personal log, Chief Medical Officer Leonard McCoy. Sometimes I feel like a space-faring Charles Darwin—if the good ship Beagle was equipped with a Warp Core. The endless variety of species we encounter never fails to amaze. When I'm not treating patients, I'm poking and prodding at yet another sample of a previously unknown alien life—some scarier than others. I just hope that if survival of the fittest is a constant throughout the universe, our species still has a fighting chance.
Exploding Drone	Research Data	100	Enemies/Gorn Security	The Gorn have made a drone that is suicidal. Of course they have.
Tribble (4 of 7)	Tribble	250	Tribbles/Tribbles	And there my troubles began. My solitary Tribble must have found the crisp San Francisco Bay absolutely invigorating, because the little bastard began to multiply like there was no tomorrow. Which soon resulted in an Academy-wide quarantine to prevent wave upon wave of newly birthed Tribbles from blanketing the city. The subsequent investigation led inevitably to my cousin, which led inevitably to me.

Gorn PLanet

Name	Type	XP	Set	Log Entry
Sentinel Statue	Research Data	100	Errand of Mercy/Lymax Culture	Always fascinating to see what connects species that have evolved light years apart. Just like primitive Earth cultures, the Lymax have taken to representing themselves—or their Gods, perhaps—through art.
Golem Statue	Research Data	100	Errand of Mercy/Lymax Culture	I quite like this one. Given his size he must be quite an important character in Lymax lore. Let's call him Goliath.
Grand Chest	Research Data	100	Errand of Mercy/Lymax Culture	A treasure chest! No, not really. But when I was a wee lad and used to imagine that space travel involved less benevolent exploration and was instead full of glorious acts of piracy. This chest is most likely some kind of ceremonial or religious artifact.
Companion Statue	Research Data	100	Errand of Mercy/Lymax Culture	For every Goliath, there must be a David. Having spent the last year trapped in Engineering with Keenser, I'm quite used to short feisty creatures by now.

Gorn Scout	Research Data	100	Enemies/Gorn Enemies	A particularly nasty specimen, this. It secretes a viscous substance over every inch of its body that renders it invisible to the naked eye. The goo would be well worth studying for our own uses, but I'd never want to get close.
Gorn Striker	Research Data	100	Weapons/Gorn Weapons	The Gorn equivalent of a sniper rifle. As much as the Gorn seem to prefer dispatching their enemies at close range, this weapon is evidence that they'll use whatever means necessary to eliminate opposition.
The Lymax (1 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	It never ceases to amaze me how similar alien races can be to our own. Take the Lymax. They've developed a hunter-gatherer culture similar to Earth's early days, with a basic communal structure that ensures that the weak and young among them are cared for. It gives me hope, in the face of something like the Gorn, that civilization will always find a way to survive.
Security Camera	Research Data	100	Enemies/Gorn Security	I guess even the Gorn can't have soldiers everywhere. If you're spotted by this … well, don't get spotted by it. It's bad.
Defense Drone	Research Data	100	Enemies/Gorn Security	This drone appears to have been designed for primarily defensive purposes. A refreshing change from the Gorns' otherwise unwaveringly sadistic design choices.
The Lymax (3 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	I'm an engineer, not a xeno-biologist, but I would love to show one of these Lymaxes … Lymaxians … whatever, I'd love to show them around the Enterprise. What must it look like to them? To see the ship through the eyes of a primitive culture is to be reminded of the miracles we take for granted, the miracles that let us sail across the stars.
The Lymax (2 of 3)	Research Data	100	Where No Man Has Gone Before/Lymax Species	I'm not a fan of the Prime Directive. It sounds good in principle, but in reality it too often means standing to the side watching a less developed species get run over by a more advanced race. The Prime Directive is meant to save species like the Lymax from outside interference. What about saving them from extinction?
Glowflower	Research Data	100	The Apple Part 1/Gorn Flora	I was going to call this "Glow Flower" (two words) but "Glowflower" (one word) just sounds more exotic, don't you think? Evocative of faraway planets, the romance of space exploration. Same reason it's not called "Star Fleet."
Water Cabbage	Research Data	100	The Apple Part 1/Gorn Flora	I'm sure the brainiacs back at Starfleet will end up calling this something else in their official Big Book of Alien Plants, but in the meantime I'm sticking with Gorn Water Cabbage, because 1) we found it on a Gorn planet, 2) it lives in the water, 3) it smells like cabbage. My nomenclature skills are formidable indeed.
Stalactites	Research Data	100	The Apple Part 1/Native Geology	Great, you've found a rock formation. If you're looking for an education about the nuances of geology, you've come to the wrong Scot.
Gorpion	Research Data	100	Enemies/Gorn Enemies	"Gorpion," get it? "Gorn" plus "Scorpion." That's how science works. Don't try this at home.
Dog	Research Data	100	Enemies/Gorn Enemies	Every advanced alien civilization we find has some version of a dog. It's like some kind of unbreakable rule throughout the universe. Gravity. Speed of Light. Dogs. This one is not one of the friendly ones.
Crystal Formation	Research Data	100	The Apple Part 1/Native Geology	Interesting. Some kind of natural resource that has power-conducting properties. These Gorn are brutal bastards, but may not be completely mindless. If we get out of this alive, it will be worth examining this sample more closely.

Arc Driver	Research Data	100	Weapons/Gorn Weapons	A ranged energy weapon of considerable destructive power. If you see one coming, looking for cover should become your priority. I can almost respect the ingenuity that went into this one. Almost.
Instruments of Science? (1 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	I very much want to say this is a scientific tool. But based on what we've seen of the Gorn so far, I shudder to think what its true purpose is.
Instruments of Science? (3 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	Bones has some genuinely spine-tingling instruments (literally and figuratively) at his disposal in Sickbay, but even the good Doctor would be unnerved by the look of these Gorn tools.
Instruments of Science? (2 of 3)	Research Data	100	The Apple Part 2/Instruments of Science	Starfleet optimistically imagines that we can learn something new and useful from every species we encounter. I'm starting to think the Gorn are the exception to the rule.
Tribble (5 of 7)	Tribble	250	Tribbles/Tribbles	As luck would have it, the Enterprise had just found itself in orbit around the Tribbles' home planet of Geminorum IV. Additional Tribbles were brought back aboard for examination, and we determined that exposure to cold temperatures slowed the Tribbles' metabolism enough to halt their reproductive cycle. The information was relayed back to Earth, and the Tribble invasion was contained in time by mass-freezing the sea of fuzzy invaders that had overwhelmed the Academy.
Daniels's Audio Log #7	Audio Log	50	The Apple Part 2/Logs	The worst has happened. My Starbase is in ruins. My shuttle crew has been captured by the Gorn. They've begun torturing us for information but we don't know what they want. And the worse part is that all of this is my fault. These things came through the tear in space time that I was so eager to explore. But how was I to know? How could anyone know? I was acting in the best interest of Starfleet! But now we've made an enemy that I'm not sure even Starfleet can withstand.
Gorn Guardian	Research Data	100	Enemies/Gorn Enemies	The thick skin on this one suggests he was designed for close combat. The more I learn about the Gorn, the creepier it gets, almost like each type was designed to serve a particular role. A kind of "directed evolution" of a kind not seen on Earth for centuries. And banned ever since.
Instruments of Pain (1 of 2)	Research Data	100	The Apple Part 3/Instruments of Pain	These aren't "tools" at all, if by "tool" you mean something useful. These are simply instruments of pain. I fear for anyone captured by the Gorn.
Crew Member's Audio Log	Audio Log	50	The Apple Part 3/Logs	Why? Why did I listen to Daniels? Why didn't I listen to my wife? She warned me. She wouldn't stop warning me, when I thought I knew everything—at least everything Daniels told me. Damn him! Damn his promises of promotion, his promises of glory. Nothing but empty promises. Now we're all going to die at the hands of these … things from God knows where. I never should have left home. I never should have left my wife.
Daniels's Audio Log #8	Audio Log	50	The Apple Part 3/Logs	There's still a chance. I can still get out of here alive. I'm too valuable not to. I just have to convince these creatures of that. They're obviously not stupid. There's no way Starfleet will be able to hold off a full-scale invasion. If only I had been more patient with T'Mar's tests, I … what? What are you doing? No! I can help you. Don't! I'm … Nooo!
Instruments of Pain (2 of 2)	Research Data	100	The Apple Part 3/Instruments of Pain	A truly grisly object. I doubt the Gorn even care whether it causes a prisoner to spill secrets. It looks like its sole purpose is to inflict pain.

Enterprise Capture

Name	Type	XP	Set	Log Entry
Gorn Tech (1 of 3)	Research Data	100	Break In/Gorn Technology	It's not often that Engineering and Medical need to consult with each other, but trying to figure out how these Gorn weapons work is just such an occasion. They're a curious mix of the mechanical and the organic. Designed like a machine, but grown like an organism. And altogether creepy.
Chekov's Audio Log #1	Audio Log	50	Break In/Logs	Personal log, Ensign Pavel Chekov. I should have sent a message home at the last Starbase rendezvous. No doubt mother and father are worried about me. It was bad enough that their only child ran off to Starfleet at such a young age. But what would I tell them? All is well here at the far edge of space. There's a crisis on the New Vulcan colony and we've encountered a dangerous unknown species that might kill us all. Don't worry, I'll be fine. Maybe it's better that I don't call home more often.
Chekov's Audio Log #2	Audio Log	50	Break In/Logs	Personal log, Ensign Pavel Chekov. I still get the looks in the corridors sometimes. I can tell much of the crew is wondering why someone so young isn't back at the Academy earning his stripes. I still hear mention of "the kid" and I know who they are talking about. All I can do is what I've done my whole life—prove them wrong. The Captain's faith in me gives me hope. I will do everything I can to continue to earn his trust.
Gorn Tech (2 of 3)	Research Data	100	Break In/Gorn Technology	The ammunition used by the Gorn weapons is curious indeed. As with the semi-organic design of the weapon itself, the ammunition appears to be generated the way a body generates new cells. The blasts are composed of bio-energy rather than lasers, which makes me wonder if they can ever run out of ammunition the way our own weapons can.
Sulu's Audio Log #1	Audio Log	50	Break In/Logs	Personal log, Lieutenant Hikaru Sulu. I don't trust Commodore Daniels. His reputation precedes him. Cadets at the Academy dreaded being assigned to his command. We all heard about him running his ships and Starbases like his own personal fiefdoms. The old story about the officer that spends just a little too much time off-world. Combine the loneliness of space with the loneliness of command and bad things are bound to happen. I just hope Daniels hasn't gone completely off the deep end.
Gorn Tech (3 of 3)	Research Data	100	Break In/Gorn Technology	I don't even know that this is. A Gorn tricorder? A Gorn potato slicer? Do you have any ideas? I'd love to crack it open and see how it works, but I'm afraid I might trigger some kind of awful booby trap, and I quite like having all my fingers attached to my hands.
Scotty's Audio Log #1	Audio Log	50	Taking the Ship Back/Logs	Chief Engineer's log, supplemental. This one's directed at the chief of requisitions at Starfleet, who is sitting with his feet up on his desk back in San Francisco in his lovely office overlooking the Golden Gate Bridge, having spent a leisurely afternoon denying, yet again, my request for resupply of vital components. It's not like this is the flagship of the entire fleet. Oh, what's that? It is? Well, bravo me then. I've got quite the prestigious post, haven't I? If only it meant mindless bureaucrats listened to me on occasion.
Sulu's Audio Log #2	Audio Log	50	Taking Back the Ship Part 2/Logs	Personal Log, Lieutenant Hikaru Sulu. This is why I signed up, to pilot a starship at the very edge of explored space and beyond. But I'm reminded that to get there means encountering threats we might not be prepared for. That the voyage out there might mean that there's no voyage back home. I'm just grateful we have the Captain that we have. I'm not sure he can even imagine the possibility of failure. Makes it a lot easier to pilot the ship where he tells me to—no matter what's waiting for us when we get there.

How Warp Drive Works (1 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	Right. Warp drive. Faster-than-light travel. Where do we start? How about subspace? Seeing as how the existence of subspace is the only reason we can travel FTL anyway. Subspace is our shortcut, our rabbit hole, the looking-glass dimension that allows us to cheat the old rules of space and time. We haven't completely figured out how it works, but we know how to get in and out in one piece. Good enough for me.
How Warp Drive Works (2 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	To enter subspace, and thereby travel faster than light, we need to create something called a warp bubble around the ship. A very clever fellow named Zefram Cochrane was the first one to do this, and the basics he came up with are still what we use today. All you need is a controlled matter-antimatter explosion, some dilithium crystals, and a warp coil or two. Congratulations, you just made a warp drive.
How Warp Drive Works (3 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Drive Specs	Warp factor is just a fancy term for the size of the bubble created by the warp drive. The bigger the bubble, the faster you can cross subspace, just like a bigger sail can catch more wind to cross an ocean. The good thing about sails, unlike warp drives, is that when they malfunction there's no danger of wiping out the entire crew in a millisecond. Such are the benefits of simpler technology.
The Warp Core (1 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	Any Chief Engineer who says they don't spend every waking moment of their lives thinking about the Warp Core is a degenerate liar who should be kicked out of the fleet. If the ship is the body, the Core is the heart, and the sole point of the Chief Engineer's existence is to keep that heart beating. I'm sorry to get emotional, but facts are facts.
Scotty's Audio Log #2	Audio Log	50	Taking Back the Ship Part 2/Logs	Chief Engineer's log, supplemental. I'd never tell the little bugger to his face, but Keenser just might be the most brilliant engineer I've ever met … not named Scott of course. When we first met I thought that blank stare he always was giving me was the sign of unfortunate alien genetics. But as time past, I realized it just means that miraculous little brain of his is humming along solving problems before I'm even aware of them. He still smells a bit like burned toast, but I'll be damned if I'm not more fond of him by the day.
The Warp Core (3 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	But what about the sound? they say. "How can you stand the ever-present hum of the Warp Core day in and day out?" And I ask them if they ever get tired of the sound of their own breathing. And they look puzzled for a second. And then they walk away. And I go back to work.
The Warp Core (2 of 3)	Research Data	100	Taking Back the Ship Part 2/Warp Core Specs	I've been asked if it doesn't get a bit boring spending all my time in Engineering. We don't even have windows. But the fact is, I'm too busy making sure the controlled matter-antimatter explosions stay controlled, the dilithium crystal converter assembly stays assembled and converting, and the warp coils stay coiled and warping. My job is the opposite of boring.
Sickbay Equipment	Research Data	100	Spread the Cure/Federation Medical Tech	Bones would be better to ask about this. I try to spend as little time as possible in Sickbay. I mean, it's right there in the name. Sickbay. Who wants to go to a place called Sickbay? Why not call it Healthbay? The Happy Room? The Pain-Free Lounge? No imagination in Starfleet.
Scotty's Audio Log #3	Audio Log	50	Spread the Cure/Logs	Personal Log, Chief Engineer Montgomery Scott. I was just talking with Hikaru about this Commodore Daniels character. I've seen his type before. For him, Starfleet ceased to be a place to serve a long time ago. Now it's just a place for him to chase glory. It wouldn't matter if he were in outer space or in an office back on Earth. Their type never changes. I just hope he doesn't lead us all into ruin. Maybe I shouldn't be saying this out loud? Ah, what's Starfleet going to do? Exile me to a frozen outpost in the middle of nowhere? Again? Scotty out.

Sickbay Gurney	Research Data	100	Spread the Cure/Federation Medical Tech	The only time I go to Sickbay is to get the latest inoculation for whatever potential contagion the ship has picked up at its latest port of call. They don't warn you about it at the Academy, but life in space is one annoying flu shot after another. Better safe than sorry, and bleeding glowing green pus from your eyeballs, I suppose.
Chekov's Audio Log #3	Audio Log	50	Spread the Cure/Logs	Personal Log, Ensign Pavel Chekov. I feel terrible for the Vulcan people. First, their homeworld is destroyed. And now, their new colony is under attack. I cannot imagine how Commander Spock must feel. He never shows any hint of emotion. Even less than he did before Vulcan was lost. But I'm sure these events must weigh on him. Not even Lieutenant Uhura has coaxed a smile from him. His heart is heavy. I can only hope he finds relief soon.
Tribble (6 of 7)	Tribble	250	Tribbles/Tribbles	I've heard talk that Tribbles were not brought back onboard the Enterprise intentionally, but were in fact somehow missed by quarantine and ended up in Main Engineering accidentally. Rumor has it that the Tribbles began to multiply so fast that, within an hour access to Engineering had been compromised, and there was concern that the ship's Warp Core coolant system could somehow be affected. In short, that the Tribbles could have destroyed the Enterprise. As Chief Engineer, I can confidently put these rumors to rest and assure everyone that the ship was never in any danger.
Sulu's Audio Log #3	Audio Log	50	Spread the Cure Part 2/Logs	Personal log, Lieutenant Hikaru Sulu. The crew has united behind Captain Kirk. We all heard the whispers back on Earth when he was promoted. He was too young. He didn't pay his dues. But all of that is meaningless out here. We all see how qualified he is every day with every decision he makes. They can say what they want anywhere else. All that matters is that onboard this ship, the Captain has the trust of his crew.

Mothership

Name	Type	XP	Set	Log Entry
Gorn Metal (1 of 2)	Research Data	100	Punch a Hole/Advanced Metals	The materials used to build the Gorn ship are fascinating. Elements are similar to Earth's, but different enough that I may be able to come up with some interesting uses for them.
Gorn Metal (2 of 2)	Research Data	100	Punch a Hole/Advanced Metals	Always a shame encountering a new civilization that would rather eat you than talk to you. I'd love to swap knowledge with a Gorn engineer, but I'm afraid it would be a short and painful conversation.
Gorn Experiments (1 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	This looks like the Gorn equivalent of transporter technology. They seem to need a physical link present in order to transport matter. We're ahead of them in that, at least. Let's hope that's not the only place we have an advantage over these beasties.
Gorn Experiments (2 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	No need to wonder what this slab is for. The Gorn tie prisoners down and go to work on them. To what end I shudder to think. It's amazing that a race so obviously advanced can be so heartlessly cruel.
Gorn Species Research (2 of 3)	Research Data	100	Punch a Hole/Gorn Species	You can't say the Gorn let anything go to waste. They extract the strongest genetic traits from their conquests to add to their own physiology, and then they use their prisoners as a slave army to remake the world in the Gorn image. It would be impressive if it wasn't so horrifying.
Gorn Species Research (1 of 3)	Research Data	100	Punch a Hole/Gorn Species	Despite their primitive ferocity, it appears the Gorn have a strict social structure. At the bottom are the foot soldiers. A strict hierarchy continues based on superior strength and intelligence, culminating in the ruling class that decides where and when the Gorn will strike next. That doesn't sound all that different from Starfleet, come to think of it.

Tribble (7 of 7)	Tribble	250	Tribbles/Tribbles	But I'm done with pets.
Gorn Species Research (3 of 3)	Research Data	100	Punch a Hole/Gorn Species	It's not just genetic information that the Gorn take from conquered species. They analyze and adopt the technology of each defeated race, so that with each world they conquer the Gorn become that much more advanced. Weapons, tools, engineering—everything is fair game for the Gorn war machine.
Gorn Experiments (3 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	Some kind of holding tank. It looks like there are various points at which some kind of liquid can be injected inside, effectively drowning the subject inside. Lovely.
Gorn Experiments (4 of 4)	Research Data	100	Punch a Hole/Gorn Experiments	From what I can tell, these tanks are used for some kind of incubation. The Gorn create a genetic cocktail based on the species they conquer, taking the strongest traits and adding them to their own. It means the Gorn grow more powerful with every race they overwhelm. Let's hope humanity stays off the list.
Gorn Sentinel	Research Data	100	Enemies/Gorn Advanced Enemies	Advanced genetic structure suggest that this fellow is the pinnacle of the evolutionary mischief the Gorn have been making. Approach with caution. In fact, don't approach at all. Run away. The quicker the better.
Gorn Advanced Tech (2 of 2)	Research Data	100	Sabotage/Gorn Advanced Technology	What we've learned about the Gorn Mothership: it's alive. It's more than just a vehicle. It's an organic environment that changes and adapts to the conditions inside it. It acts like a kind of networked intelligence that connects all the individual Gorn to a central consciousness. It attacks invaders like an immune system attacking illness. Which does not bode well for any non-Gorn visitors.
Gorn Advanced Tech (1 of 2)	Research Data	100	Sabotage/Gorn Advanced Technology	Why did I get assigned "explain how the Gorn works" duty? I'm the Chief Engineer, not the Chief Science Officer! But since the Chief Science Officer is currently running for his life alongside the Captain, everyone says "Oh, give all the science-y talk to Mr. Scott to take care of! Because Engineering is Science, and Scotty is the Chief Engineer! Let's ignore the hundred other junior science officers that can do it!" This is the sound of the Chief Engineer sighing.

Achievements AND Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	All Power to Forward Shields	Complete the Space Battle with zero damage to the hull	30	Bronze
	Arc Driver Master	Kill 50 enemies with the Arc Driver	10	Bronze
	Are You Not Entertained?	Win the brawl against your buddy in "The Trials" chapter	20	Bronze
	Away Team: Mission Accomplished	Complete all chapters in co-operative play	30	Silver
	Away Team: Mission In-Progress	Complete four chapters in co-operative play	20	Bronze
	Away Team: Mission Initiated	Complete one chapter in co-operative play	10	Bronze

	Captain's Phaser Master	Kill 100 enemies with the Captain's phaser	10	Bronze
	Captain's Phaser Tinkerer	Bought all upgrades for the Captain's phaser	30	Bronze
	Dagger of the Mind	Performed mind-meld on 10 different enemies	10	Bronze
	Exemplary Commendation	Complete all Optional Objectives	100	Gold
	Fascinating	Found all research items	50	Gold
	Get to the Shuttle!	After the brawl, escape in less than six minutes in "The Trials" chapter	20	Bronze
	Honorary Commendation	Complete half of all Optional Objectives	60	Silver
	Into Darkness	Completed the game on hard difficulty setting	30	Silver
	Listening In	Found half of all audio logs	20	Bronze
	Live Long and Prosper	Revived your teammate (AI or co-op player) 20 times	10	Bronze
	Marauder Master	Kill 50 enemies with the Marauder	10	Bronze
	Non-Lethal Master	Took down 30 enemies in a non-lethal manner	10	Bronze
	Pillager Master	Kill 50 enemies with the Pillager	10	Bronze
	Plasma Grenade Master	Kill 20 enemies with Plasma Grenades	10	Bronze
	Railer Master	Kill 50 enemies with the Railer	10	Bronze
	Ravager Master	Kill 50 enemies with the Ravager	10	Bronze
	Researcher	Found half of all research items	20	Bronze
	Starfleet Phaser Rifle Master	Kill 50 enemies with the Starfleet Phaser Rifle	10	Bronze
	Starfleet Type III Rifle Master	Kill 20 enemies with the Starfleet Type III Rifle	10	Bronze
	Striker Master	Kill 20 enemies with the Striker	10	Bronze

	Technologic	Cleared 30 minigames, including co-operative hacks, bypasses, and power reroutes	10	Bronze
	The Whole Story	Found all audio logs	50	Gold
	Tricorder Tinkerer	Bought all upgrades for the tricorder	30	Bronze
	Vulcan Pulse Cannon Master	Kill 50 enemies with the Vulcan Pulse Cannon	10	Bronze
	Vulcan Repeater Master	Kill 100 enemies with the Vulcan Repeater	10	Bronze
	Vulcan Repeater Tinkerer	Bought all upgrades for the Vulcan Repeater	30	Bronze
	Weapon Experimenter	Connect every weapon's alternate fire with enemies	30	Bronze
	Well Done Captain	Completed the game on any difficulty setting	30	Silver

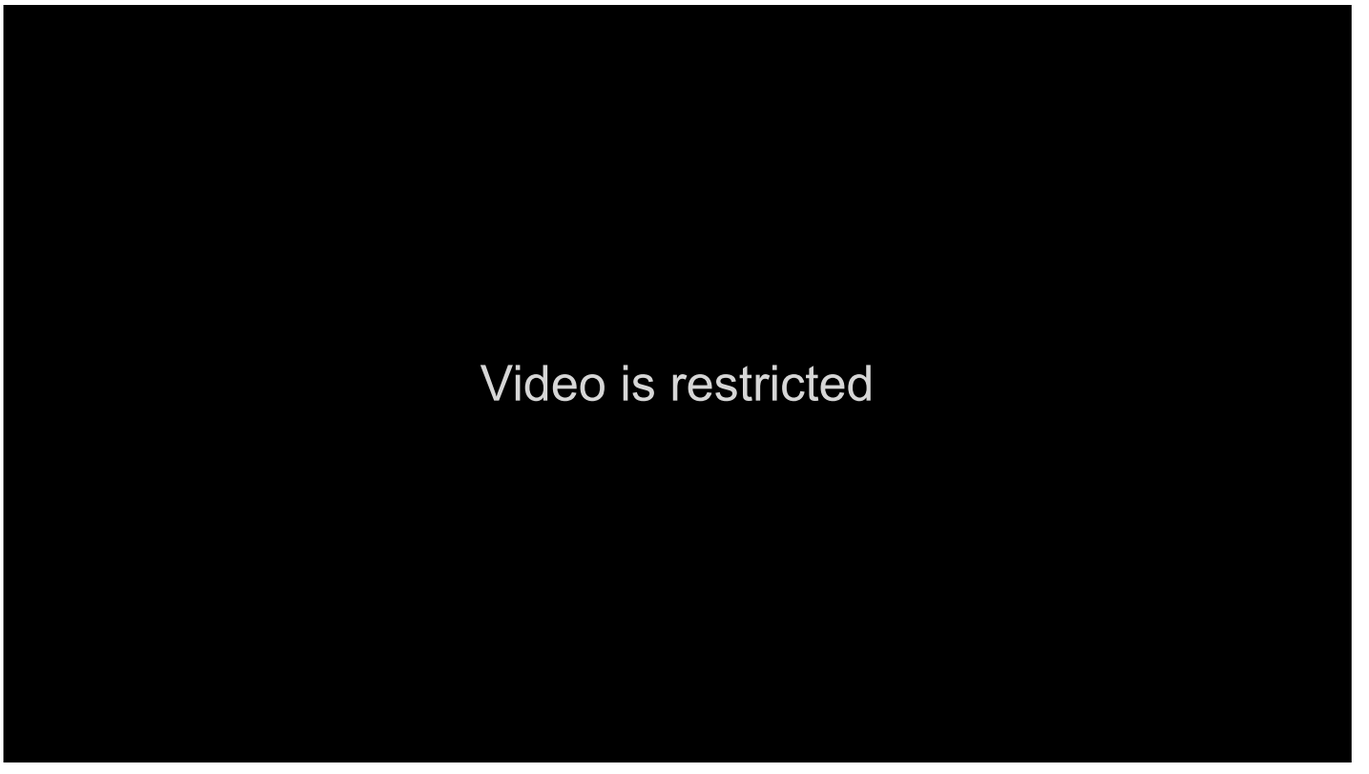
Achievements AND Trophies Secrets

Icon	Name	Criteria	Gamerscore	Trophy
	Arena	As Kirk, get a Gorn enemy to melee you	10	Bronze
	Beat Enterprise Capture	Completed the Enterprise Capture chapter on any difficulty	20	Bronze
	Beat Frontier Starbase	Completed the Frontier Starbase chapter on any difficulty	20	Bronze
	Beat Gorn Planet and The Trials	Completed the Gorn Planet and The Trials chapters on any difficulty	20	Bronze
	Beat Helios-1	Completed the Helios-1 chapter on any difficulty	20	Bronze
	Beat Mothership	Completed the Mothership chapter on any difficulty	20	Bronze
	Beat New Vulcan	Completed the New Vulcan chapter on any difficulty	20	Bronze
	Beat Space Battle	Completed the Space Battle chapter on any difficulty	20	Bronze
	Beat Volatile Cargo and Flashback	Completed the Volatile Cargo and Flashback chapters on any difficulty	20	Bronze
	Conquer Star Trek (PS3 Only)	Acquired all Trophies	N/A	Platinum

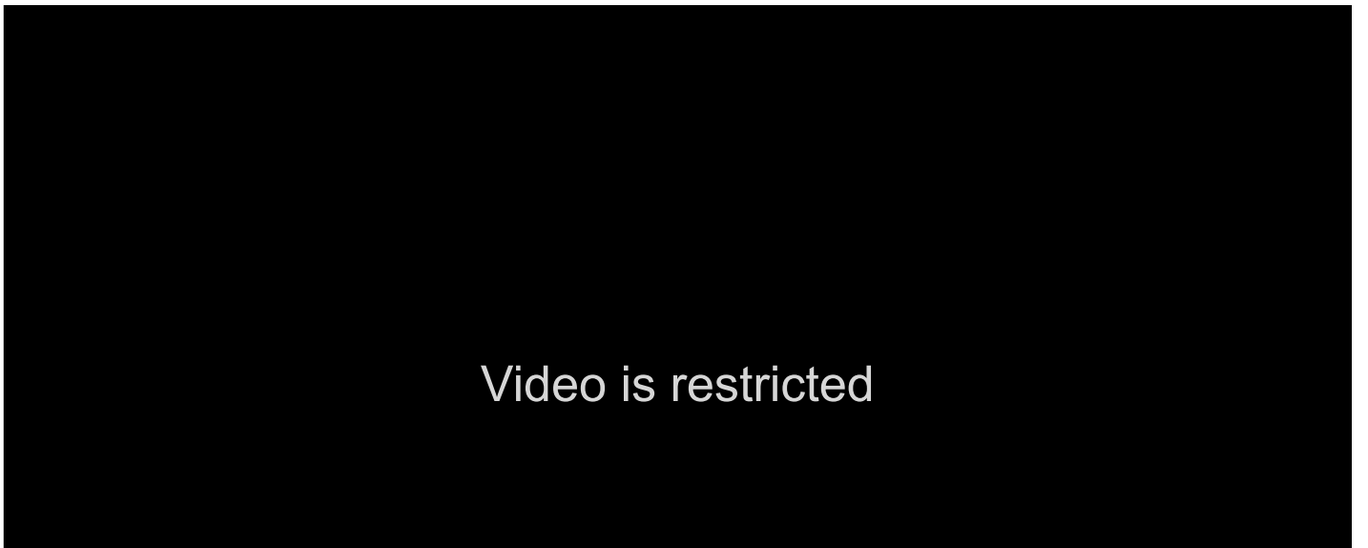
	Down But Not Out	Kill three enemies while in a single downed state	10	Bronze
	Go Team!	Kill or take down an enemy that your teammate (AI or co-op player) has stunned	10	Bronze
	I Have Been, and Always Shall Be, Your Friend	As Spock, bleed out during a downed state, leaving Kirk alone and failing the mission	10	Bronze
	I'll Cover You!	Order your teammate (AI or co-op player) and have him complete five bypasses in a row	10	Bronze
	My Robot Friend	Hack an enemy drone to your side and have it kill another enemy	10	Bronze
	One Man Army	Kill three enemies while your teammate (AI or co-op player) is in a downed state	10	Bronze

Achievement and Trophies Videos

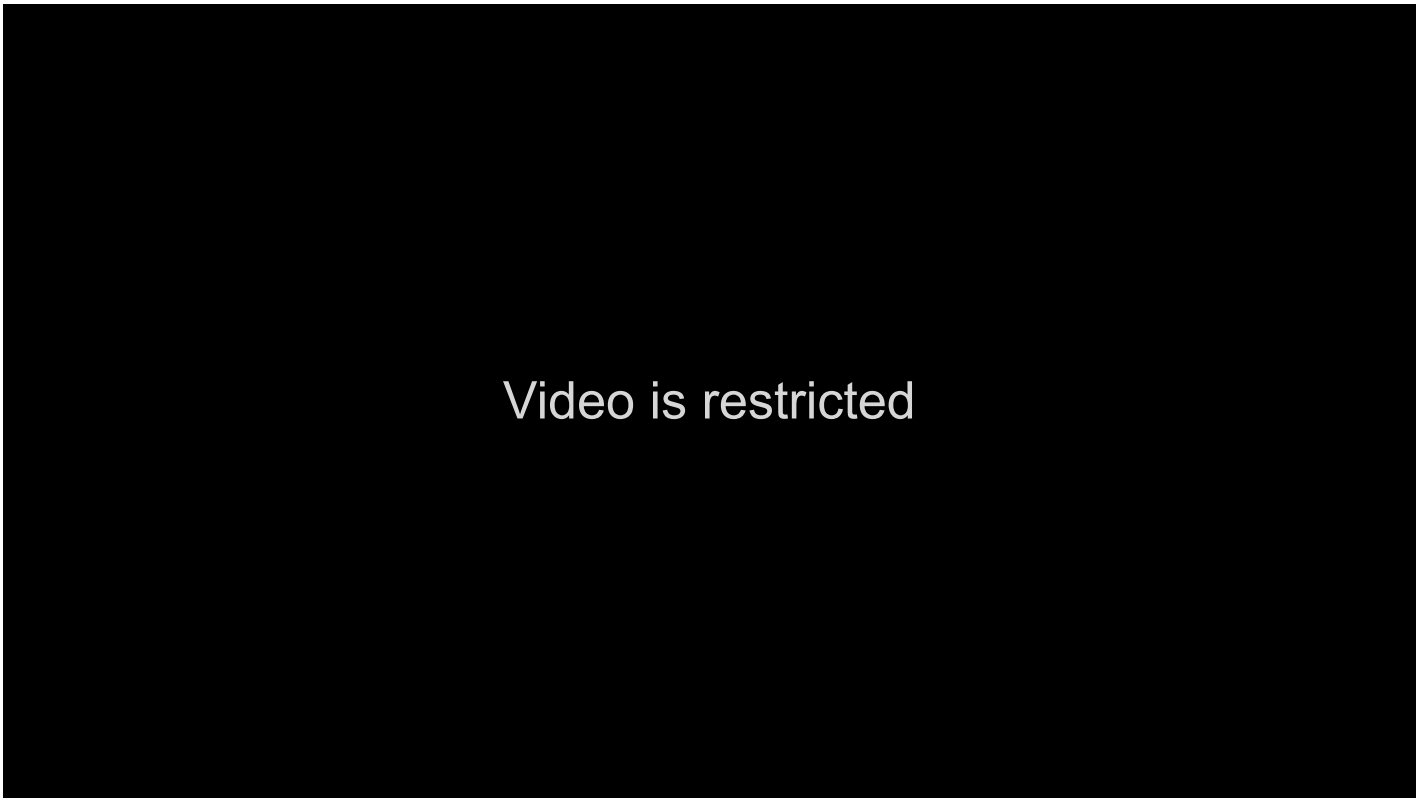
Are You Not Entertained



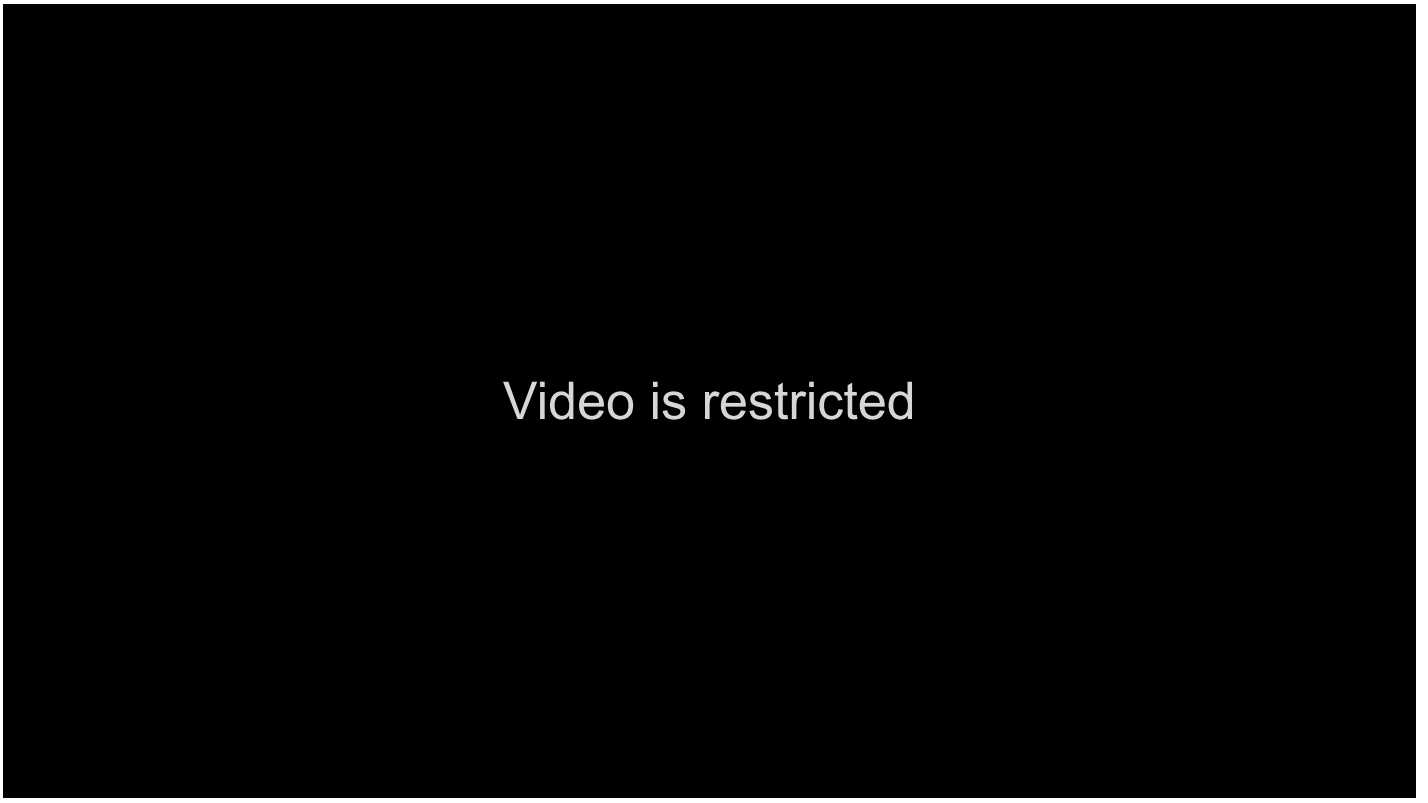
Captains Phaser Tinkerer



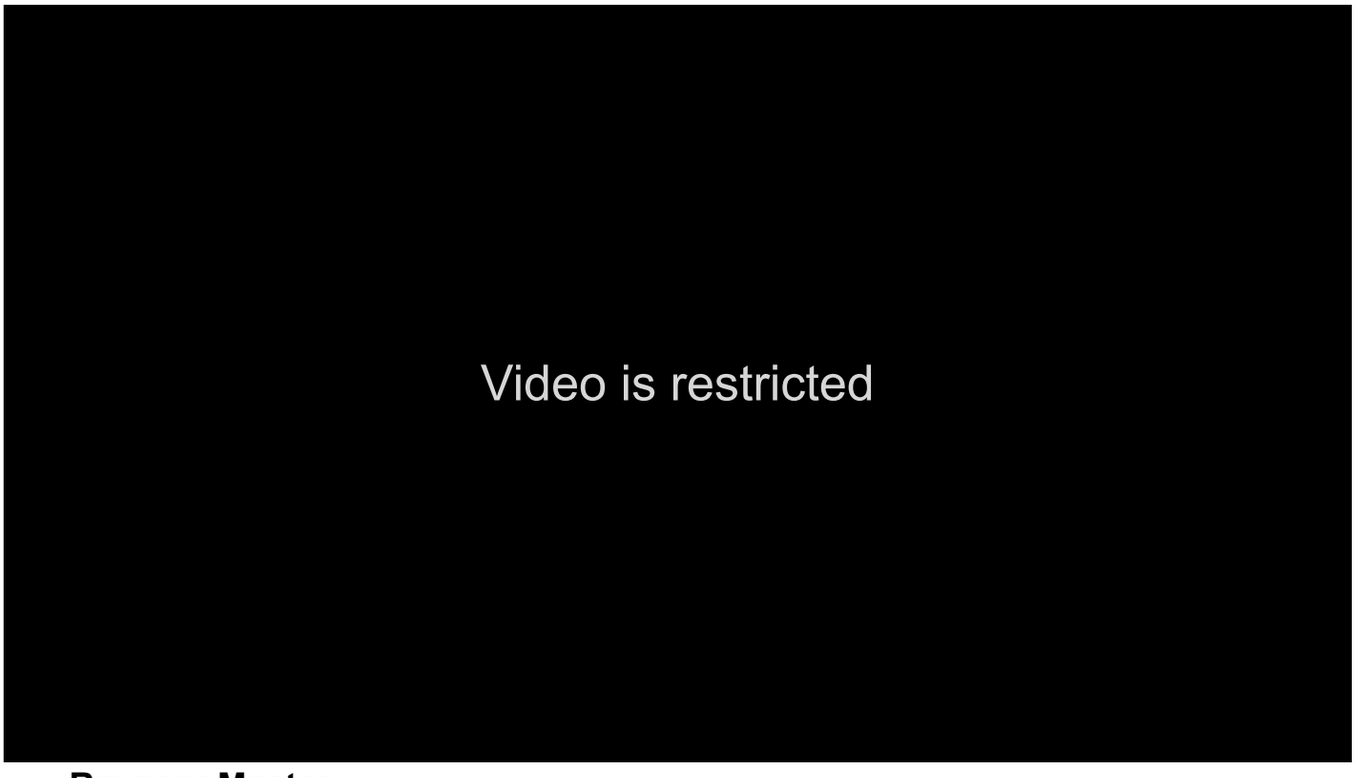
Go Team



My Robot Friend

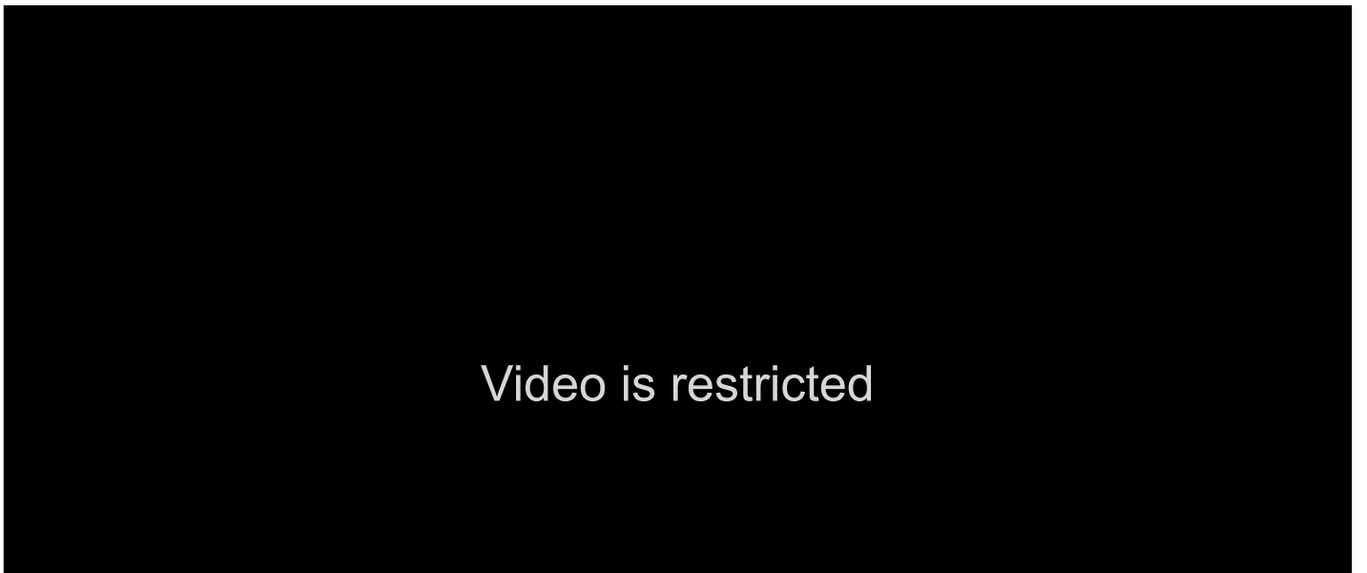


Non-Lethal Master



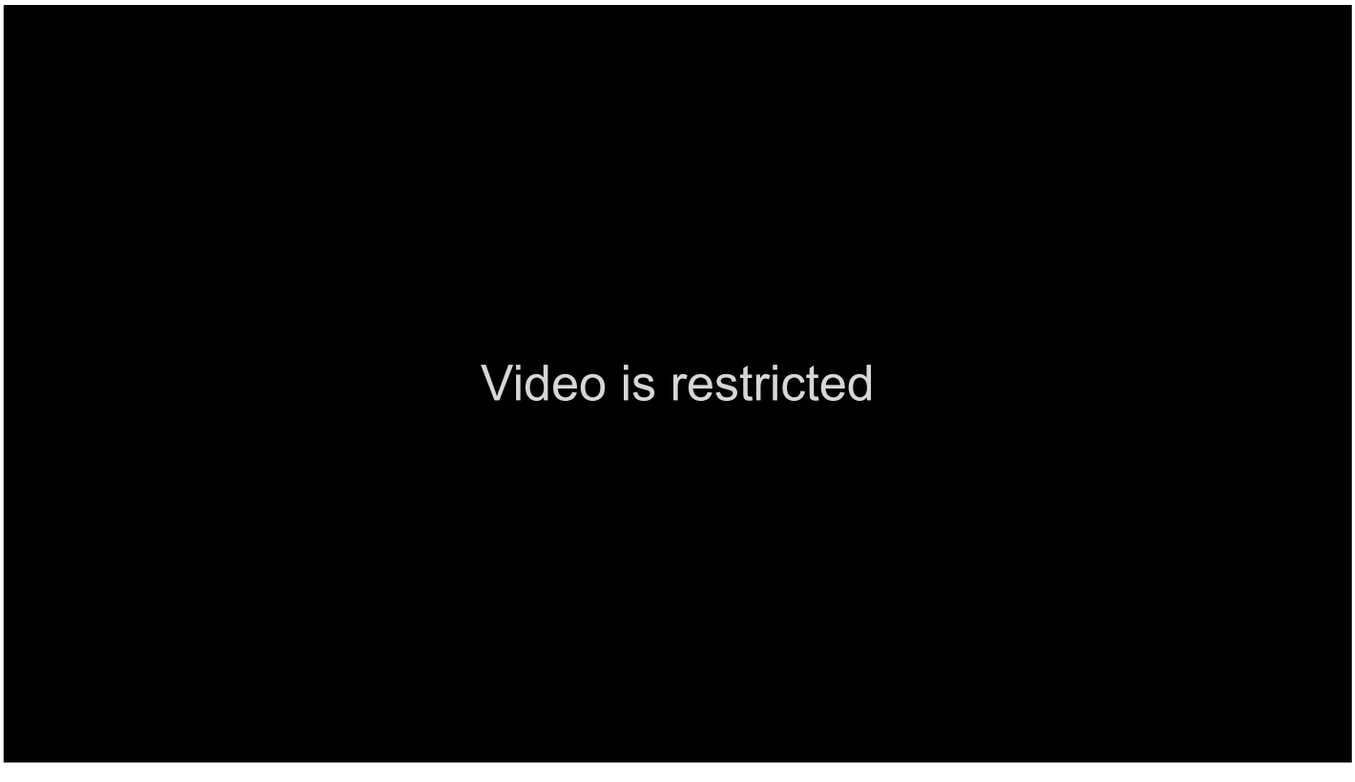
Ravager Master

Starfleet Phaser Rifle



Technologic

Weapon Experimenter



Chapter 1: Boldly Go

Boldly Go

Following the destruction of the Vulcan homeworld, Vulcan scientists are hard at work establishing a colony on New Vulcan. With the help of an experimental piece of technology known as the Helios Device, the scientists hope to terraform the planet, creating a home for the few remaining Vulcans. But when activated, the Helios Device creates a rip in the fabric of space time, leading to an attack by an unknown alien race emerging from the anomaly. It's up to Captain Kirk, First Officer Spock and the crew of the Enterprise to confront this new threat, preventing the Helios Device from falling into enemy hands. The future of the Vulcan people and the entire Federation is at stake.

Boldly Go
Chapter Summary

The beginning of a grand adventure for the crew of the U.S.S. Enterprise: to boldly go where no one has gone before.

Collectables: None

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	Away Team: Mission Initiated	Complete one chapter in co-operative play	10	Bronze

New Game: Getting Started

Ready to jump into action as a legendary Starfleet officer? You're only a few short steps away from beginning a thrilling adventure. But before rushing in, take a few moments to properly set up your game. Soon after selecting New Game from the main menu you're prompted to choose a difficulty setting—easy, medium, or hard. For the most part, the difficulty setting determines how much damage your character can take before he succumbs to his wounds. If you're completely new to first- or third-person action games, consider selecting easy. But if you're an action game veteran, the medium or hard difficulty settings provide a good challenge.

Next, it's time to select which character you wish to play as, Captain Kirk or First Officer Spock. Brash, bold, and clever, Kirk is the iconic captain of the U.S.S. Enterprise. First Officer Spock is more tactical, precise, and logical, and offers a much needed balance to Kirk's impulsive nature—Spock can also perform mind-melds on certain incapacitated enemies, which sometimes reveal secret door codes and other narrative elements. There are some instances where the two become separated and then have different gameplay experiences. Regardless of your choice, both characters are always present during this adventure. The character you don't choose will be controlled by another player or the game's artificial intelligence.

Now it's time to choose the game type. There are three choices: Public, Private, and Offline. If you choose to play a public game, any connected player can join your game at anytime and take control of the character you're not playing. The drop-in/drop-out nature of co-op makes it easy for random players to jump into your game at any point and give you a hand. During a Private game, you can limit who joins your game. When Private is selected, you must invite a player to your game before they can join. Or you can simply go it alone, with an Offline game. If you're not sure what kind of game you wish to play, select a Private game. This gives you the option of inviting friends into your game in the future. Or if you change your mind, the game type can be adjusted in the options menu later. With the game type selected you're ready to begin your adventure. Go out there and make Starfleet proud!

Prologue

Only seconds into the adventure, Kirk and Spock find themselves pinned down by an aggressive attack by an unknown force. During this opening sequence, your character is locked behind cover. While behind cover you cannot be hit by incoming direct fire. The on-screen directions show you which buttons to press to return fire. Before firing, take aim. While you are aiming, the camera switches to a third-person, over-the-shoulder view, and a white reticle appears in the center of the HUD. The reticle turns red when it's placed over an enemy, indicating a clear shot. But while aiming, you're also exposed to incoming fire—release the aim button to automatically drop back behind cover. Practice popping in and out of cover by aiming and firing at the distant enemies. The enemies are also hiding behind cover, so you may need to wait until they expose themselves to get a clear shot.

In addition to firing an aimed shot, you can also fire blindly over or around cover. This is far less accurate but allows you to return fire without exposing yourself. Use the white dot reticle in the center of the HUD to aim at a target then fire. Unlike the aiming reticle, this white dot does not turn red when placed over a target. But as long as the white dot is placed over an enemy, your shots will land nearby, potentially hitting the target. As you rapidly fire your phaser, take note of the meter in the bottom right corner of the HUD. This is your weapon's heat gauge, filling from right to left. The faster you fire the weapon, the faster your weapon will overheat. If the gauge fills completely, your phaser will become inoperable for a few seconds while it cools down. Slow down your rate of fire to prevent overheating, or simply keep an eye on the heat gauge and lay off the trigger when the phaser is close to overheating. Since blind fire is less accurate, you're more likely to overheat your phaser during these tense situations.

Only a few seconds into the firefight, Spock calls out an incoming grenade—then everything goes black. Spock and Kirk awake to find themselves in a large arena-like enclosure. But something is clearly wrong with Spock, which is indicated by an anomaly in his left eye. Spock gets to his feet and immediately walks toward Kirk at a brisk pace. Kirk seems to realize there's something wrong with his first officer and braces himself for a fight. When the two are within a few feet of each other, they both throw a punch and the scene fades to white.…

Enterprise

Eight hours earlier, the two are seen on the Enterprise enjoying a friendly game of three-dimensional chess in Spock's quarters. Spock patiently waits for Kirk to complete his turn, then quickly capitalizes on his Captain's errant move. But the game is interrupted by a message from the Bridge—the Enterprise has received an emergency signal from a nearby space station. Since they have been summoned to the Bridge, Spock gives Kirk the chance to concede, but Kirk isn't ready to give up just yet.

New Objective: Reach the Bridge

While in Spock's quarters, take a moment to familiarize yourself with the basic movement controls, which are shown on-screen. Experiment with moving your chosen character around the room while manipulating the camera angle. The camera can be rotated a full 360 degrees around your character, which allows you to get a good view of your surroundings without moving. But it's easiest to keep the camera situated behind your character while moving.

Step out of Spock's quarters and into the adjoining corridor. Your character can move at various speeds based on how far you move the movement control stick. Nudge the stick slightly up to make your character walk. Or push the stick all the way up to break into a run. Eventually you're prompted to access your tricorder. Press and hold the button shown on-screen to activate the tricorder. When the tricorder is active, the screen is washed in a blue tint and a new reticle appears in the center of the HUD. Aiming the tricorder is similar to aiming a phaser. Point it at various objects to gain more information. You will also see a red marker on the HUD that indicates your current waypoint—this is where you need to go next. While the tricorder is active you can also order your AI-controlled teammate to move to a specific point. Continue down the corridor, following the waypoint marker to the Bridge.

Bridge

Upon entering the Bridge, Communications Officer Uhura reports that radiation from the nearby binary stars is making communication with the distressed space station difficult. Chekov, the Enterprise's navigator, adds that the station is operating under emergency power and struggling to maintain altitude. But a transporter evacuation isn't possible—Chief Engineer Scott reports that the stars are creating too much interference to safely beam the space station crew aboard. With no other viable options available, Kirk decides to pay a visit to the space station himself, despite Spock's concerns.

Note

Before entering the Turbolift, speak with Uhura, Chekov, and Sulu on the Bridge. The conversation differs based on which character you're playing as.

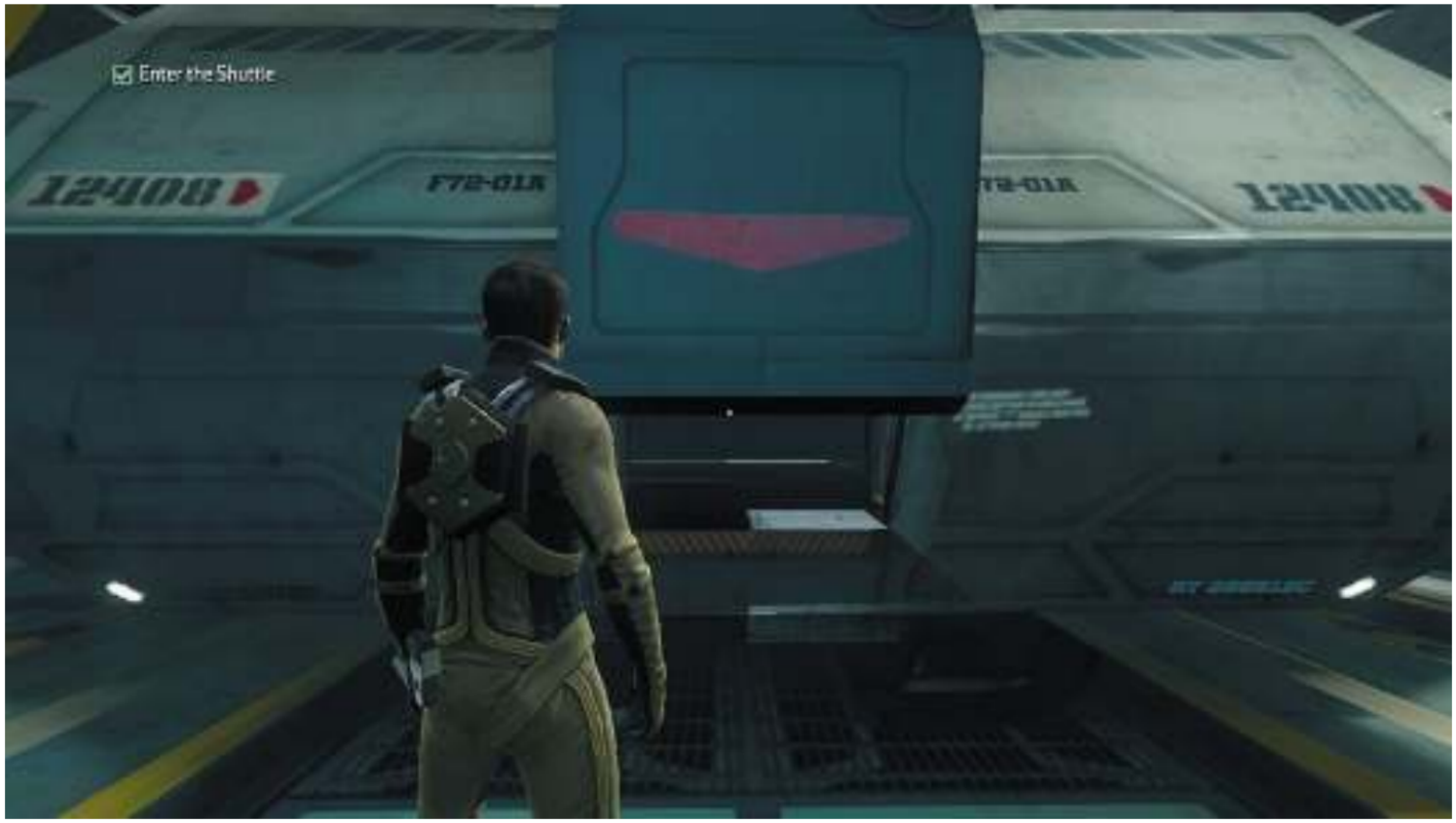
New Objective: Reach Shuttle Bay

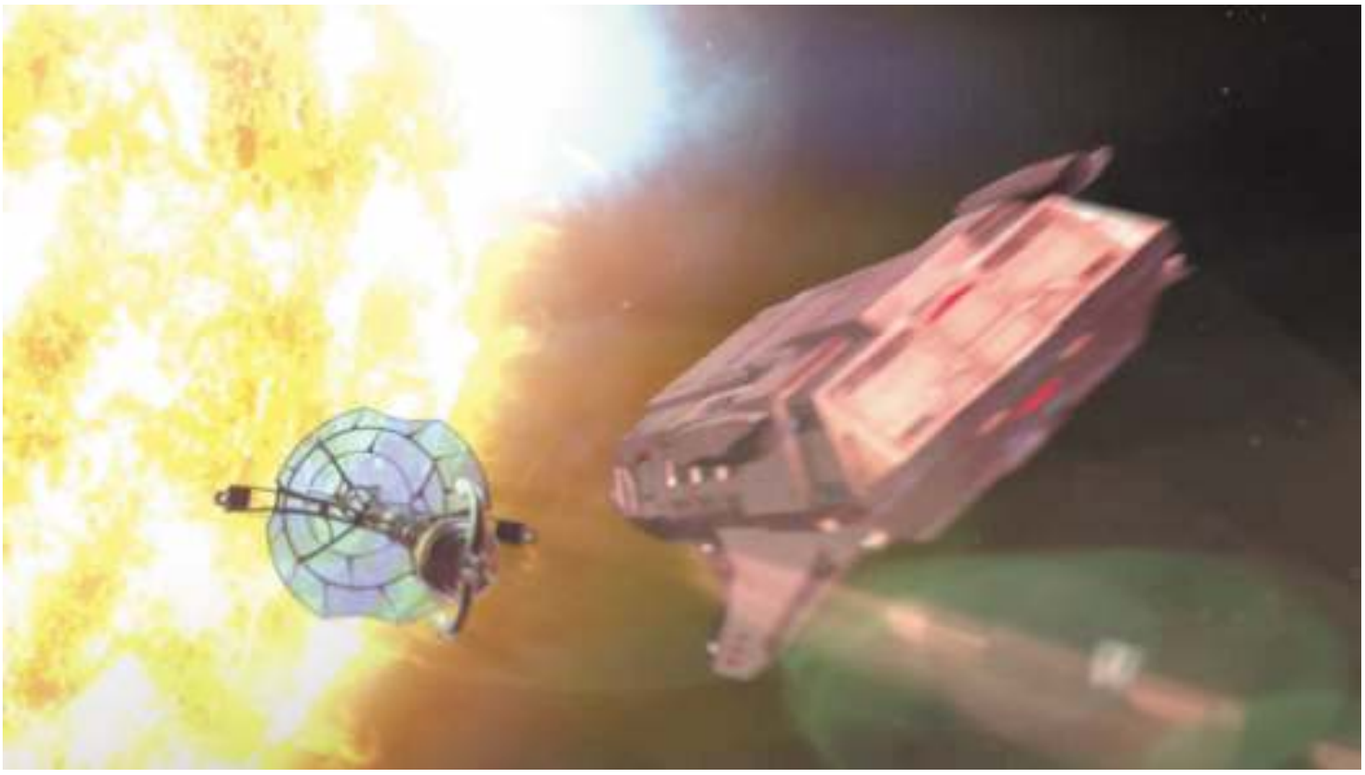
Following the cinematic, step inside the Bridge's Turbolift, an elevator-like transportation system capable of traveling up, down, left, and right throughout the ship. Hold down the button shown on-screen to activate the Turbolift. Before the Turbolift can move, you must wait for your partner to enter; the Turbolift will not move until you're both inside. Spock continues his protest during the short trip to the Shuttle Bay. But Kirk brushes aside Spock's concerns, suggesting a change of scenery will do him some good.

Shuttle Bay

New Objective: Enter Shuttle

By the time Kirk and Spock reach the Shuttle Bay, Chief Engineer Scott has prepared a shuttle. Scott echoes Spock's concerns, suggesting he could handle the job along with some recruits. Kirk reassures Scotty that he'll be fine. Activate your tricorder to get a reading on the shuttle's location. Follow the waypoint marker to a doorway. Kirk and Spock automatically enter and don their environmental suits.





Step through the next doorway and follow the walkway to the waiting shuttle. En route to the space station, Enterprise Helmsman Sulu reports that he’s picking up high levels of radiation from two binary stars. Kirk is unsure how the station is still operational given its close proximity to the stars. Spock notices that the station is equipped with solar collectors. Kirk continues to wonder what an experimental power station is doing out in the middle of nowhere. Whatever is happening out here, Starfleet has no record of this space station or its mission. It’s time to take a closer look.

Chapter 4: Space Battle

Space Battle

Chapter Summary

- The crew of the Enterprise battles the Gorn ships in space and attempt to stop them from going back through the rip.
- Collectables: None

Achievements/Trophies

Icon	Name	Criteria	Gamerscore	Trophy
	All Power to Forward Shields	Complete the Space Battle with zero damage to the hull	30	Bronze
	Beat Space Battle	Completed the Space Battle chapter on any difficulty	20	Bronze

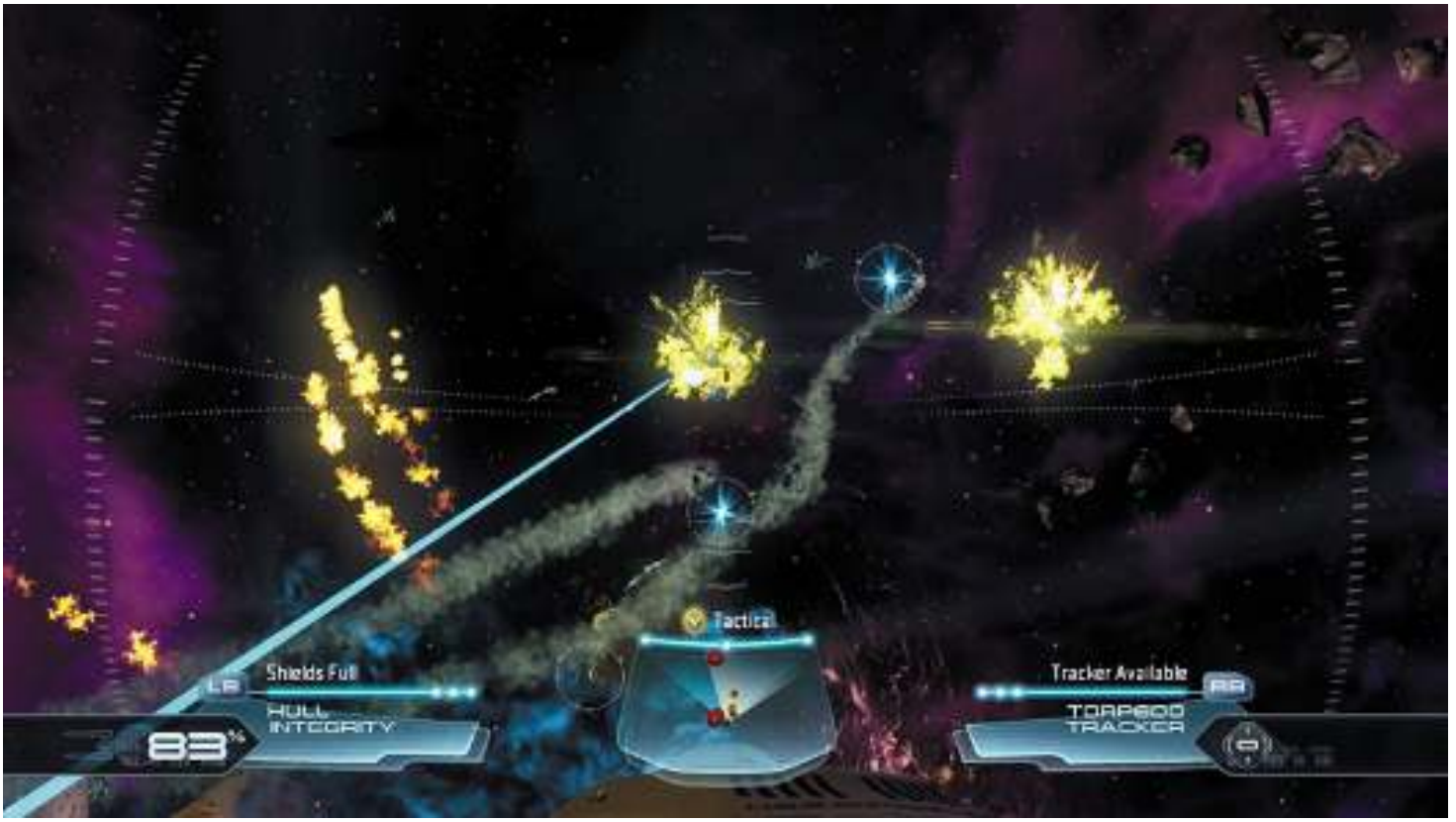
Enterprise

Back onboard the Enterprise, Kirk orders Sulu to chase after the Gorn ships—you can't let them escape back through the rip with the Helios Device. An attempt to hail the fleeing ships goes unanswered. Spock reports that a Vulcan life sign is onboard the largest Gorn ship. It appears that the Gorn have abducted Surok—T'Mar advises a more cautious approach. Chekov reports that enemy fighters are within range. The enemy ships are changing course and heading directly for the Enterprise.

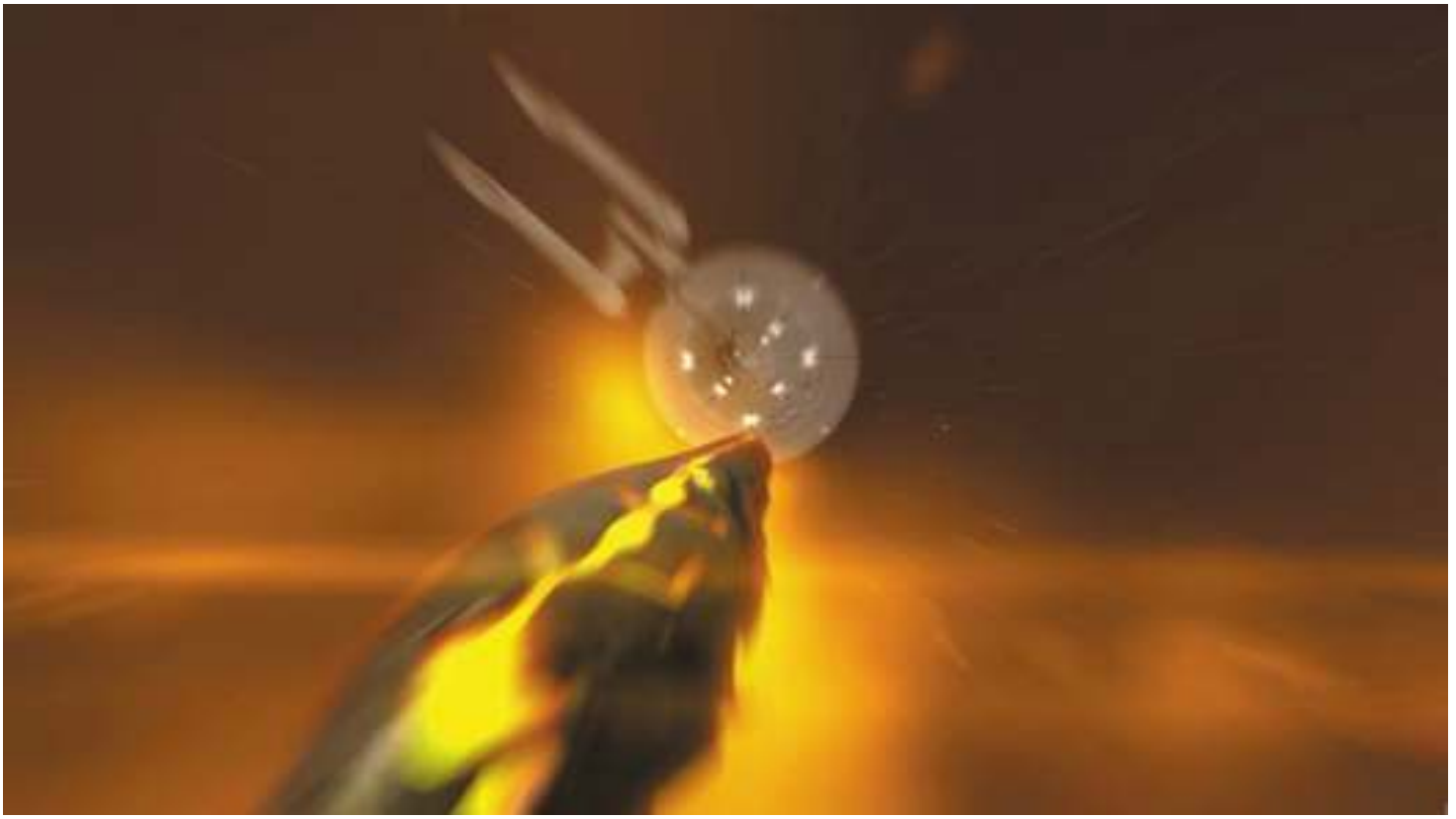
During this sequence you must defend the Enterprise against attacks by the Gorn ships. The camera is situated just above the Enterprise's saucer section, giving you a commanding view of the battle. You have complete control of the Enterprise's weapons systems—the primary fire button fires the ship's phaser banks while the secondary fire button launches photon torpedoes (Kirk) or initiates a torpedo tracker (Spock). Use the radar display at the bottom of the HUD to track incoming enemy ships, which appear as red dots. Rotate the camera view to track targets approaching from the left or right. Use the aiming reticle in the center of the HUD to target the Gorn ships with the Enterprise's weapons. The incoming fighters move quickly, but are easily destroyed with one hit from the phaser banks.

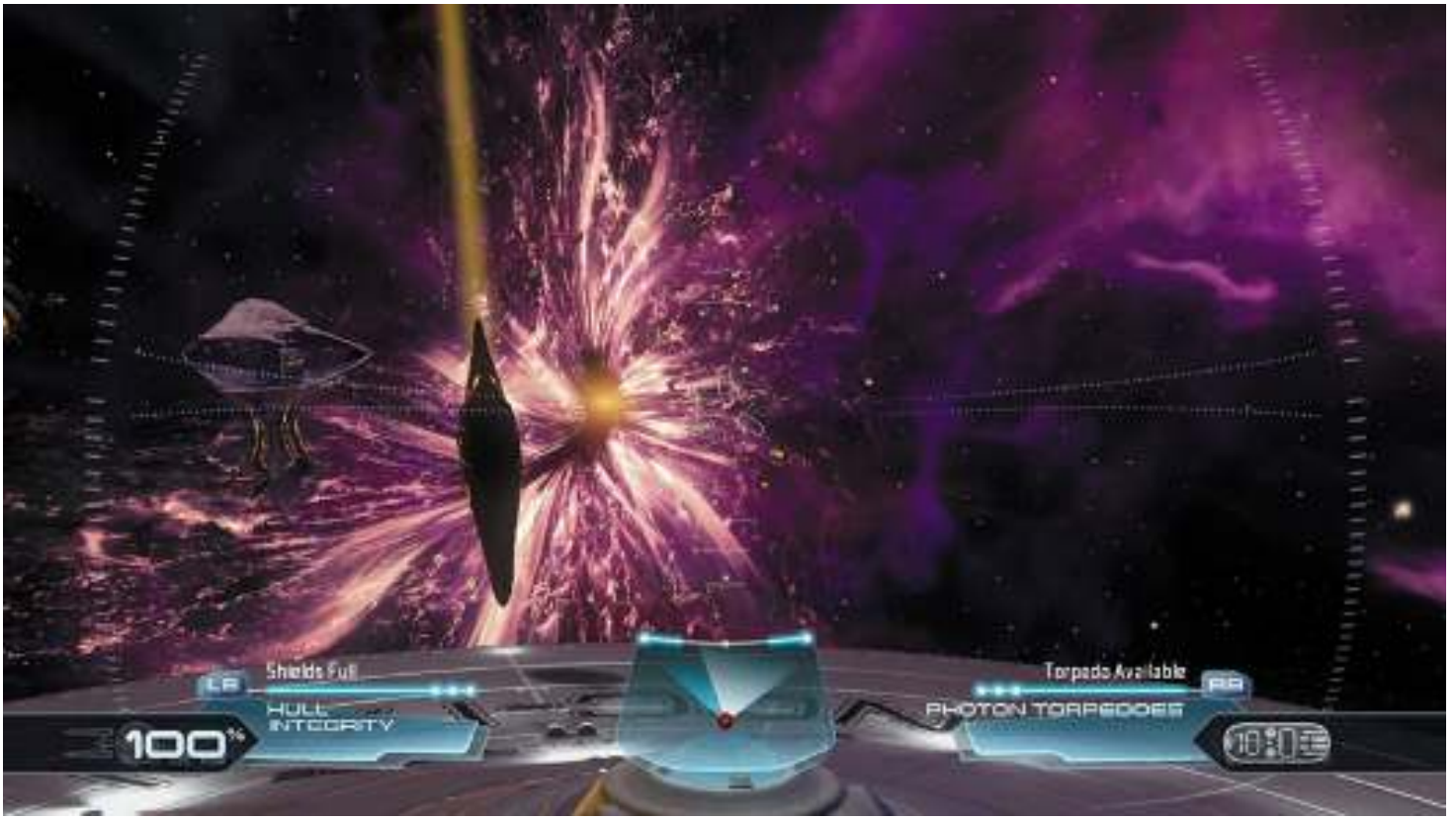
Once the enemy fighters have been destroyed, a larger enemy ship approaches from the right. Spock suggests focusing all weapon fire on its vital points. Here you're prompted to enter Tactical Mode by pressing the button shown on-screen. Tactical Mode slows time, allowing you to lock the Enterprise's weapons on multiple targets at once. Place the aiming reticle over the marked vital spots of Gorn ship and press the fire button to lock the weapons onto each of the three points. Once all three vital spots are targeted, the Enterprise unleashes a volley of phaser and torpedo fire, annihilating the Gorn ship. As you can see, Tactical Mode is very powerful, but must be used sparingly—after each use, there's a brief cooldown period of a few seconds, during which you cannot enter Tactical Mode.

Following the Tactical Mode tutorial, resume targeting enemy ships that are closing on the Enterprise. While the phaser banks are effective, don't forget about your photon torpedoes. These powerful weapons inflict heavy damage on the enemy ships. You can only fire torpedoes when playing as Kirk. By default, torpedoes travel in a linear path, much like the phaser blasts. But if Spock targets an enemy ship with a torpedo tracker (also the secondary fire button) torpedoes will home in on the target. The red bracket icon appears on the HUD when a target is tracked—take this as your cue to fire a torpedo. Working together, have Spock lock on to ships using the torpedo tracker so Kirk can fire torpedoes with greater accuracy. Once Tactical Mode recharges, activate it again to target the vital points on the larger enemy ships—use this mode as frequently as possible because it gives the Enterprise a huge advantage.



Pay attention to the yellow dots on the radar display. These represent incoming torpedoes fired by the Gorn ships. Rotate your view to spot these torpedoes, which appear as bright blue lights on the HUD. While playing as Spock, target the incoming torpedoes with the Enterprise's defensive weapons. Assist the Enterprise's automated defenses by targeting the incoming torpedoes with the phaser banks. The Enterprise's automated defensive weapons (appearing as blue beams) are most effective when you place the aiming reticle directly over an incoming torpedo. Each enemy torpedo that's missed strikes the Enterprise, reducing the ship's hull integrity, which is shown in the bottom left corner of the HUD.





After you eliminate the second wave of Gorn ships, the enemy's tactics become more desperate, as indicated when a Gorn fighter slams into the Enterprise's saucer section. It appears the Gorn have turned to kamikaze attacks in their effort to stop the Enterprise's pursuit. Scotty reports that the ship is holding together, but he's not sure how many more direct hits it can take. These ships approach at a high angle, making them difficult to hit. However, you can deflect their attacks by activating the Enterprise's shields prior to impact. If an enemy ship gets through, it burrows itself in the Enterprise's saucer section before exploding, inflicting massive hull damage. You can mitigate damage by activating the shields following an impact—this dislodges the enemy ship before it can explode. When you're not defending against the kamikaze fighter craft, engage the other Gorn ships attacking the Enterprise.

The Gorn ships eventually stop their attack, resuming their course toward the rip. As the Enterprise gains on the lead Gorn ship, the path ahead becomes filled with debris—the large Gorn ship is opening fire on its own fleet, creating a debris field from their own people. When the Enterprise closes within torpedo range, Kirk orders Sulu to disable the Gorn ship's engines to disable it. But Sulu reports that there's too much debris ahead—he can't line up the shot. Instead, the torpedo must be guided manually. Once the torpedo is fired, it's up to you to guide it through the debris and into the Gorn ship's engine. Instead of flying the torpedo straight ahead, have it climb above the debris field and then angle downward toward the Gorn ship. The controls for the torpedo are very sensitive, so make slight inputs to alter its flight path. If the torpedo contacts any debris it will explode, and you will have to restart this sequence. Guide the torpedo into the ship's engine, which is marked with a red bracket icon. Despite your best efforts, and an aggressive volley of firepower from the Enterprise, the Gorn ship disappears into the rip.

Tip

Use the Enterprise's shields and weapons to repel all enemy attacks, mitigating damage to the ship's hull. If you complete the battle with no hull damage you earn the All Power to Forward Shields achievement/trophy.